



GRIMOIRE  
**NieR**

REVISED EDITION



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# GRIMOIRE NIER: REVISED EDITION

-PROJECT GESTALT & REPLICANT SYSTEM-  
NIER REPLICANT VER.1.22474487139... THE COMPLETE GUIDE









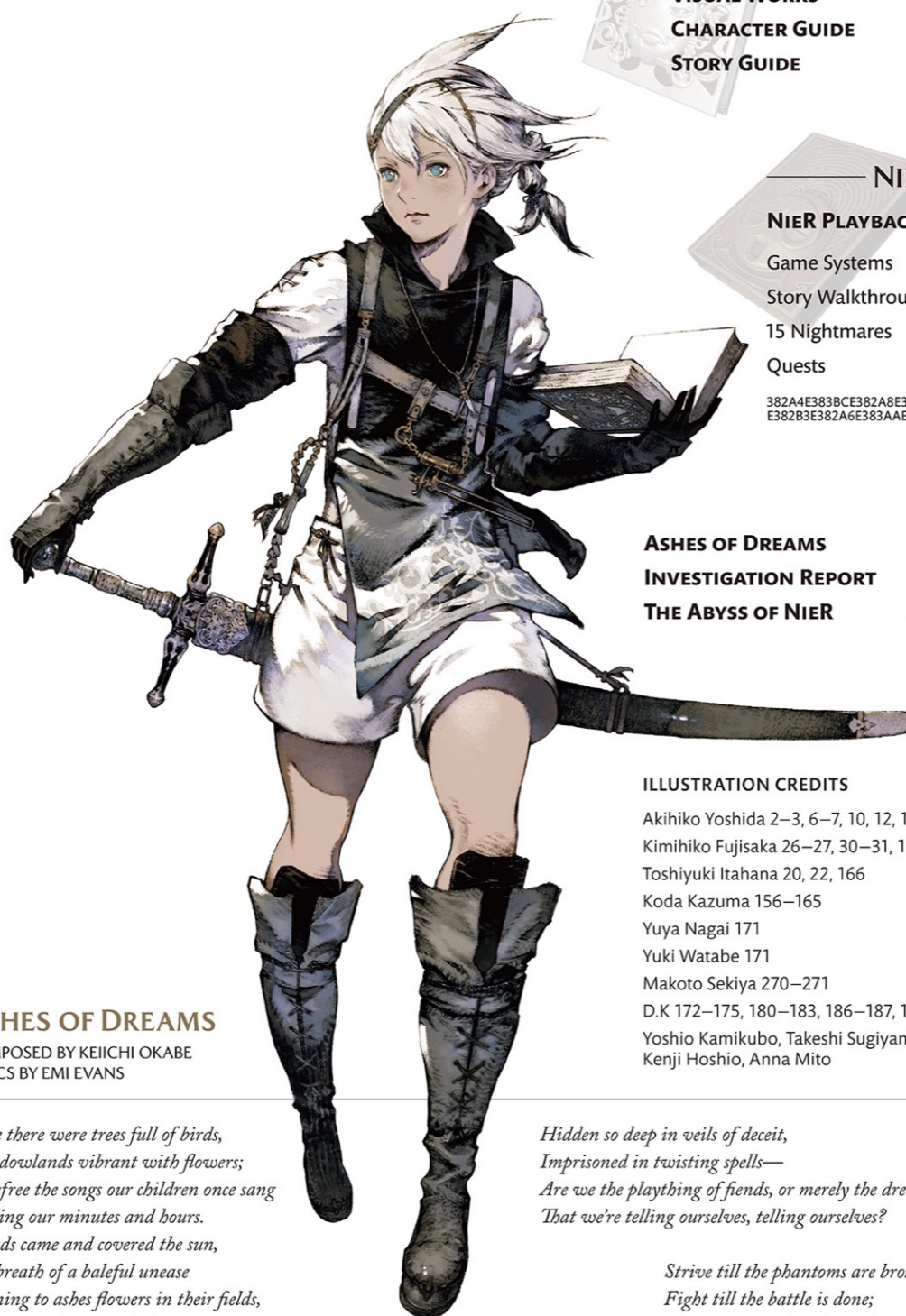








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## ASHES OF DREAMS

COMPOSED BY KEIICHI OKABE  
LYRICS BY EMI EVANS

*Once there were trees full of birds,  
Meadowlands vibrant with flowers;  
Carefree the songs our children once sang  
Gilding our minutes and hours.  
Clouds came and covered the sun,  
The breath of a baleful unease  
Turning to ashes flowers in their fields,  
Silenced the birds in their trees.*

*Hidden so deep in veils of deceit,  
Imprisoned in twisting spells—  
Are we the plaything of fiends, or merely the dreams  
That we're telling ourselves, telling ourselves?*

*Strive till the phantoms are broken,  
Fight till the battle is done;  
The squadrons of night can't conquer the day,  
Nor shadows extinguish the sun.*



## EXPIATION ATONEMENT

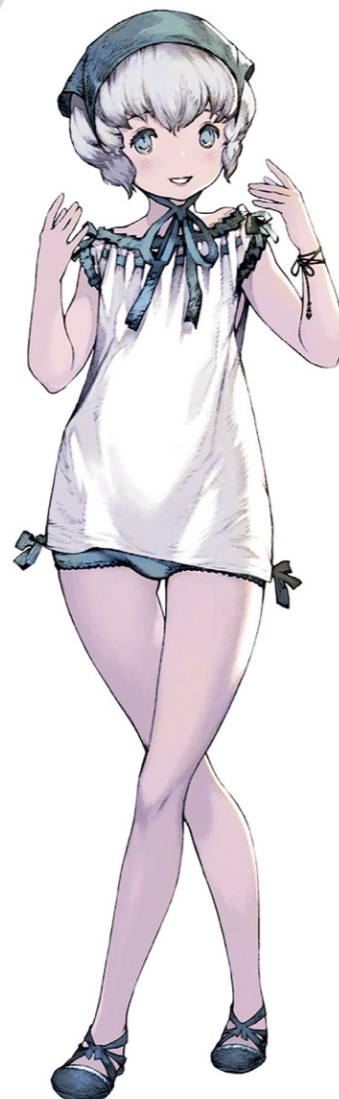
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This book is a new edition of *Grimoire NieR*, which was originally published in 2010 in Japan. It has been updated and expanded for the release of *NieR Replicant ver.1.22474487139...* (henceforth abbreviated as "ver.1.22..."). The material in this volume is largely based on the ver.1.22... version of the game, but some content is from the PlayStation 3 game *NieR Replicant* and the Xbox 360 game *NieR Gestalt* (both referred to as the "original release" or "original"). Although the protagonist in *NieR Replicant* is Yonah's older brother, whereas in *NieR Gestalt* he is Yonah's father, there are no substantial differences between the two versions in terms of game progression and mechanics.



*Stories of danger, fearless attack,  
Spectres of plague and pain.  
All of these ghosts of our own delusions come back;  
And we'll be haunted again, haunted again.*

*For tho the storms are over and past,  
Tho the thunder's rage is quieted at last  
Well this nightmare's laid me down in the rags here to mourn,  
Here to mourn.  
The night has left us crippled with grief  
As we strive to keep alive our belief,  
But a loss so great, it clouds all our hopes for the dawn.*

*Hidden so deep in veils of deceit,  
Imprisoned in twisting spells—  
Are we the plaything of fiends, or merely the dreams  
That we're telling ourselves, telling ourselves?*

*Stories of danger, fearless attack,  
Spectres of plague and pain.  
All of these ghosts of our own delusions are back;  
Have we been fighting in vain? Fighting in vain?*



# Investigation Report

**11/04/2003 22:53**

I'm about to get briefed on the project. Extremely top-secret stuff. They wouldn't take no for an answer, so I'm doing this entirely against my will. I can't begin to imagine why they need a particle physicist in the first place, but here I am.

**11/09/2003 23:05**

I saw the specimens that are the purported cause of the incident. The whole thing sounds like a bad joke: a dragon and a giant appearing over Shinjuku? Who could take any of this seriously? That said, the energy characteristics of the samples are undeniably strange, so I'm going to begin a detailed analysis tomorrow. I now understand why they involved me in this.

**12/04/2003 22:45**

The food here is awful; I think the cook's only skill is to dump MSG on everything to try to cover up the taste. Sure, it's free, so I probably shouldn't complain. But if they want to keep their research team motivated, they really should put in a little more effort.

**02/08/2004 23:17**

Another worker in the facility came down with that strange disease, and now I'm hearing disquieting rumors that the particles we're studying may be the cause. There's still a lot we don't know about them, so I'm not surprised people would believe such a thing. I worry this may slow our research.

**02/22/2004 23:43**

I heard from Watanabe. Just as we feared, there's a high probability the particles we're researching are the cause of the disease. As a result, we've been forbidden from coming into direct contact with them, which is only going to make our work more difficult.

We've almost confirmed the particles that made up the Giant change their energy levels in response to observation, but we have no idea what they're reacting to. Variations in the observer's brain waves? Body temperature? Differences in atmospheric humidity caused by sweat? Some people believe the particles are reacting to the observer's feelings, but that's no longer science at that point.

**02/25/2004 23:07**

They brought in cadavers so we can study the connection between the particles and the disease. They look more like statues than bodies, and give an impression similar to the videos we've been shown of the Giant. At first, I attributed their white color to protein denaturation, but we soon discovered they were composed entirely out of sodium chloride—in other words, they turned to salt. Considering how little sodium there is in the human body, it's a mystery as to where they absorbed it all from.

One final note: Reports of auditory hallucinations among the infected suggest the damage begins in the brain and spreads from there, but I'll leave that kind of thing to the neuroscientists.

**07/04/2004 02:18**

Today wore me out. Is there no way to eliminate all these pointless meetings and conferences? Such a waste of time.

**02/24/2005 01:15**

I heard from Kobayashi. He says they've succeeded in cultivating D tissue using the Sea of Origin, and that as expected the density of G particles is an important factor. This should lead to rapid progress in D tissue research. Apparently the tissue is quite resistant to extremes of temperature and pressure, and they'll be arranging experiments to study its resilience on a much grander scale.

**03/08/2005 00:45**

No matter how many times we run the tests, the energy level fluctuations accompanying the cultivation of D tissue defy the law of conservation of energy. If it were observed only at the quantum mechanical level, that'd be one thing, but I can't begin to account for such macro-level energy deviation. The source of the excess energy has to be these mysterious G particles.

**11/15/2005 02:11**

It appears there was some sort of incident with the D tissue resilience tests, and the lack of information makes me suspect it's been classified. It feels like pressure to show results has been leading to a lot of ill-advised experimentation lately. I wonder what happened to light such a fire under the facility directors?

**12/24/2005 01:45**

It's Christmas Eve, but I can't leave because we've been on permanent red alert ever since the incident. I had to instruct my husband to buy our daughter's Christmas present—I sure hope he doesn't forget. Also, I worry she may be too old for teddy bears now. Statistically, she should be within the target demographic for such things, but matters of personal preference always have high levels of deviation from the norm. Next time I should just ask her directly.

**01/08/2006 01:33**

Rumors are flying about some sort of black monster, but I suspect it's just group hysteria brought on by our recent stressful circumstances. The ill-conceived experiments are continuing, as is our red-alert status. Whatever's going on, I assume it has something to do with the total blackout on research results related to D tissue.

**04/15/2006 02:22**

Can't say I've felt very good lately. So tired now. We devised a theoretical revision to the law of conservation of energy based on the now-accepted multi-origin theory. It's holding up mathematically, but it still feels so far-fetched. Factor in the concept that our Dragon and Giant are supposedly otherworldly beings, and it's like I'm living in the pages of a science-fiction novel. As a scientist, it's just so difficult to accept these findings.

Ugh. This buzzing in my ears is driving me crazy.

**04/19/2006 03:11**

Physical health deteriorating. Ear buzzing sounds like bells. Can't sleep anymore.

**04/22/2006 06:24**

I  
ca n  
hear  
so u

GRIMOIRE GEDÄCHTNIS: REVISED EDITION  
-PROJECT GESTALT & REPLICANT SYSTEM-  
CHARACTER GUIDE







#### PERSONAL DATA

##### ■ NIER

- SEX MALE
- AGE ACT I: 16  
ACT II: 21
- HEIGHT ACT I: 157 cm (5'2")  
ACT II: 183 cm (6'0")
- WEAPONS ONE-HANDED SWORDS,  
TWO-HANDED SWORDS,  
SPEARS, MAGIC
- HAIR SILVER, NEARLY WHITE
- EYES GRAYISH BLUE

# NIER

(Act II)



I'M ON IT! WE'RE **NOT GOING TO LOSE ANYONE ELSE!**

#### CHARACTER (ACT I)

This incarnation of Nier is the protagonist of *NieR Replicant* and ver.1.22... His father abandoned the family when Nier was very young, and his mother passed away when he was ten. These losses cause him to deeply cherish Yonah, the little sister who is his only remaining relative. He is looked after by the other villagers, especially Popola and Devola, and earns his keep by doing odd jobs and fighting Shades when the need arises.

Nier is kind to everyone and accepts things at face value. This genial nature leads others to turn to him for help, and is a large part of the reason he becomes embroiled in so many adventures.

#### CHARACTER (ACT II)

While half a decade of daily combat has left Nier sharper in both body and mind, the simple kindness of his younger self has been replaced by grim determination. His heart is filled with hate for the Shadowlord, who stole Yonah away, and he now slays Shades with an obsessive zeal in the hopes of exterminating them entirely.

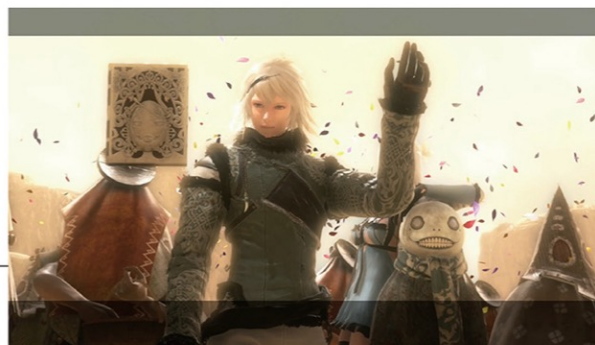
Though he treasures the friendships he has forged upon the battlefield, he still yearns to rescue Yonah above all else.

#### KEY CONCEPT

##### BROTHER & SISTER

The sorrow of losing his parents at such a young age must have left deep scars upon Nier's psyche. Despite his losses, he had to raise his sister like a mother and protect her like a father, and he soon came to thoroughly internalize those duties.

Even considering her illness, one might view Nier as being overprotective of his sister—but this fails to account for the way her existence also protects him. Both Nier and Yonah have embraced their roles in their relationship and come to depend on each other, and the strength of that bond is what allows them to maintain such independent and unwavering personalities.







## PERSONAL DATA

## ■ YONAH

- SEX FEMALE
- AGE ACT I: 7  
ACT II: 12
- HEIGHT ACT I: 132 cm (4'4")  
ACT II: 160 cm (5'3")
- WEAPONS NONE
- HAIR GOLD-TINGED SILVER
- EYES BLUISH GRAY

# YONAH

(Act II)



# CAPTIVE LIGHT

IT'S JUST... I DON'T WANT YOU TO HATE ME  
BECAUSE OF THIS **TERRIBLE DISEASE.**

## CHARACTER

Yonah is the protagonist's only blood relative, appearing as his younger sister in *NieR Replicant* and *ver.1.22...*, and as his daughter in *NieR Gestalt*.

Yonah has been in poor health since early childhood, suffering from illness and fever on a near-daily basis. As a result, she typically spends her days in bed or on short excursions within the village boundaries. This makes it all but impossible for her to find friends her own age—but whenever she does interact with others, they are soon won over by her warmth, purity, and charm.

## RELATION TO NIER

Understanding that her ill health is a burden to Nier, Yonah strives to do what little she can to be of use. However, her efforts often end up backfiring and causing him more difficulty than if she had done nothing at all.

Yonah enjoys writing emotionally supportive letters to Nier while he's off providing for them in distant lands. What she doesn't realize, however, is that the letters she sends end up bouncing from one post office to the next before ultimately ending up back in the family's own mailbox.

## KEY CONCEPT

### ■ THE BLACK SCRAWL

The Black Scrawl is a mysterious disease causing fear and panic as it rapidly spreads throughout the world. It is named after the black pattern resembling letters that covers the bodies of the infected. The disease's origin is unclear, it has no known cure, and it is invariably fatal.

Yonah's contraction of the Black Scrawl changes Nier's destiny, as well as that of the world itself. In hopes of saving Yonah from the corruption that is corroding her small body, he sets off on a desperate search for the Sealed Verses that are missing from Grimoire Weiss.







## PERSONAL DATA

### ■ KAINÉ

- SEX INTERSEX
- AGE 17
- HEIGHT 172 cm (5'8")
- WEAPONS DUAL SWORDS, MAGIC
- HAIR BLUE-TINGED SILVER
- EYES DEEP VIOLET

# KAINÉ

# TWIN BLADES DUAL NATURE



**BUT THERE'S A REASON I'M ALIVE—THAT MY ARM IS ALIVE. AND THERE'S A REASON FOR YOUR EYES, TOO.**

## CHARACTER

A warrior who hails from The Aerie, Kainé is vulgar, crude, and voracious. Antisocial to the extreme, her words are frequently abusive, and even minor dissatisfactions are likely to be met with sudden violence. Though Kainé comes off as a beautiful woman reveling in vulgar behavior, she was in fact born anatomically intersex, and grew up suffering abuse and discrimination because of it. Her reaction to that upbringing is part of the reason she dresses so provocatively.

A Shade named Tyrann has managed to possess a portion of Kainé's body, leaving her in a half-human, half-Shade state. While she despises this Shade with all that she is, it is also the source of the incredible combat strength that belies her slim build.

## RELATION TO NIER

Kainé wears a Lunar Tear in her hair as a memento of her late grandmother. When she discovers Nier standing in her home admiring the flowers, she immediately attacks him as a thief, leading to one of the stranger introductions in history.



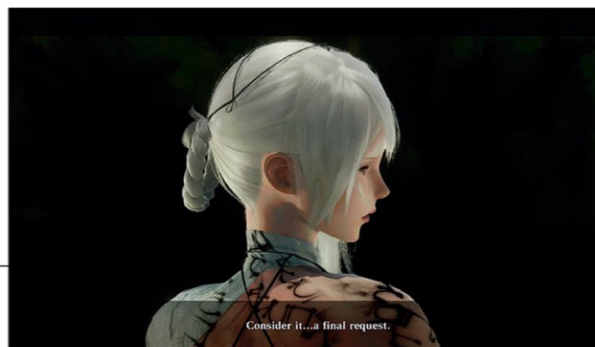
At first, Kainé is guarded toward Nier—who is unaware of both of her unique conditions—but she gradually comes to trust him. And while her friendships with him and his companions do little to temper her foul mouth and rash behavior, they do serve as a source of great comfort.

## KEY CONCEPT

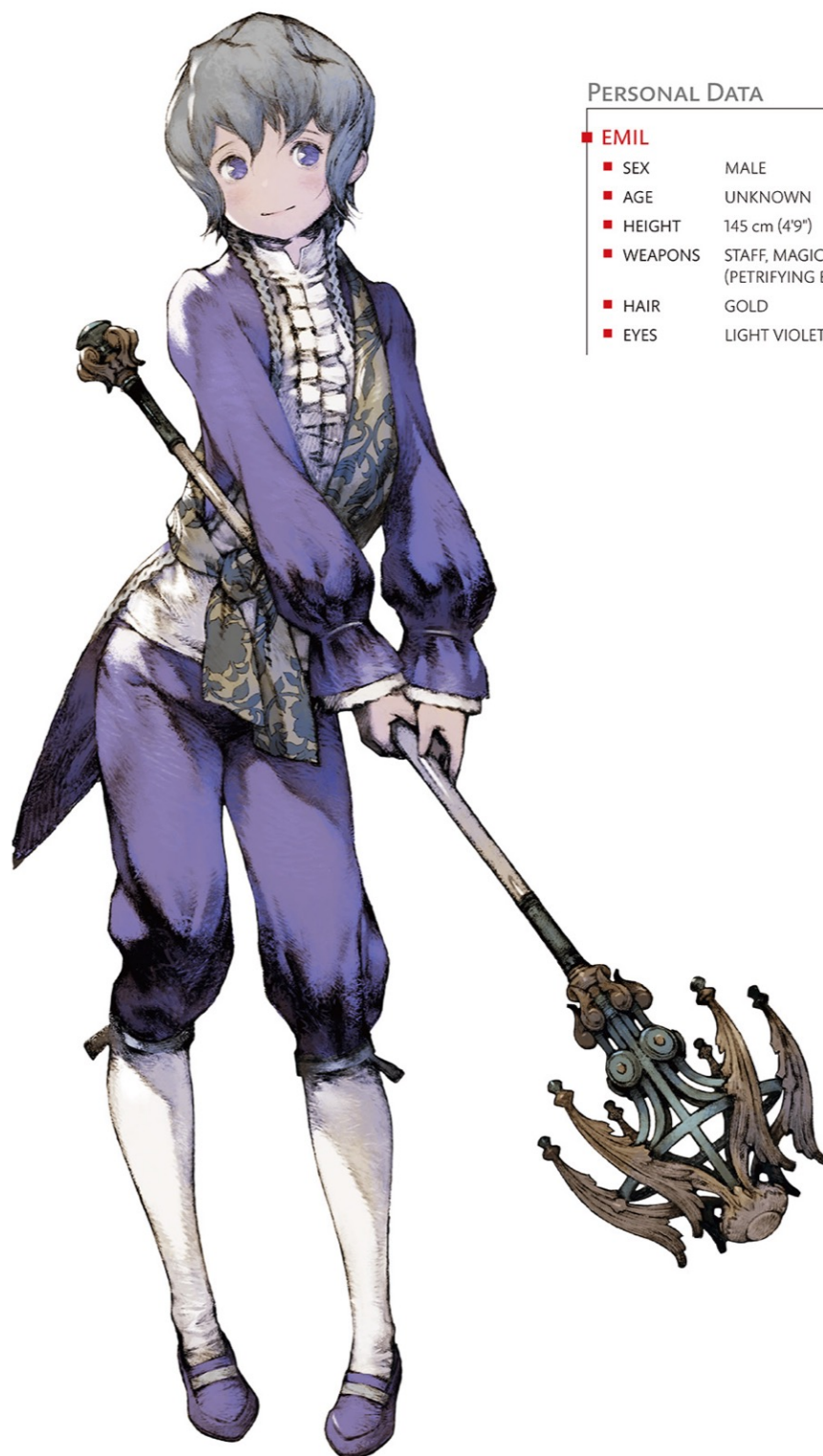
### ■ SHADE-POSSESSED

Another reason Kainé wears revealing clothing is that Shades abhor the sun. By exposing as much of her skin to the light as possible, she can slow her possessor's gradual corruption of her body.

Others view her Shade-possessed body with contempt and disgust, and even Kainé herself is repulsed by it. Nevertheless, she knows she won't be able to avenge her grandmother without the grotesque power provided by Tyrann, so she protects the left side of her body from the sun in an attempt to care for her uninvited guest.







#### PERSONAL DATA

##### ■ EMIL

|           |                                   |
|-----------|-----------------------------------|
| ■ SEX     | MALE                              |
| ■ AGE     | UNKNOWN                           |
| ■ HEIGHT  | 145 cm (4'9")                     |
| ■ WEAPONS | STAFF, MAGIC<br>(PETRIFYING EYES) |
| ■ HAIR    | GOLD                              |
| ■ EYES    | LIGHT VIOLET                      |

# EMIL



**I'M SORRY. IT'S MY EYES.**  
**ANYTHING I LOOK AT GETS TURNED TO STONE.**

#### CHARACTER

Emil lives in a crumbling mansion on a hill in the Southern Plains. Alone save for a butler named Sebastian, he avoids contact with the outside world and keeps his eyes covered with a strip of cloth at all times due to his ability to turn anything he looks at to stone. Kind and gentle by nature, Emil harbors strong feelings of guilt about his terrifying ability, and dreams of one day being able to see the world without petrifying it in the process.

#### RELATION TO NIER

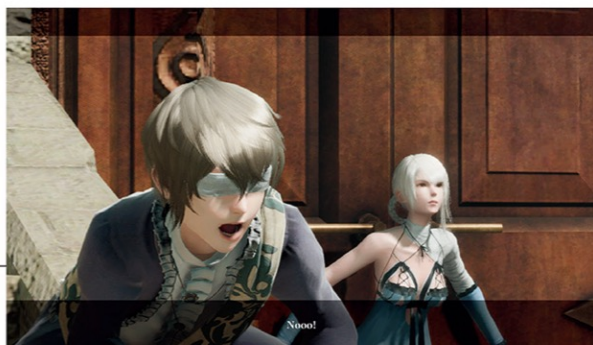
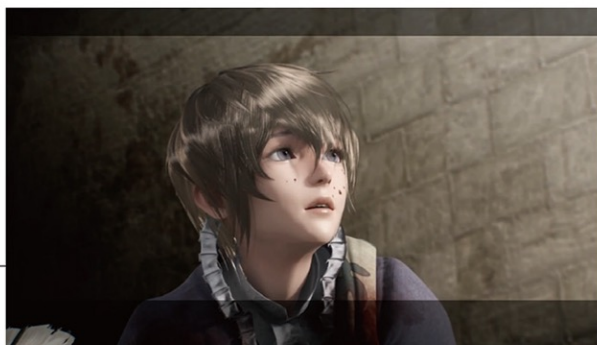
In an attempt to help his master, Sebastian uses Yonah as an intermediary to arrange a meeting between Emil and Nier. When the group immediately accepts Emil despite his power, the young man is filled with gratitude. So when a group of Shades attacks Nier's village, Emil sets aside his own worries and races off to warn his new friends.

He admires Nier for maintaining the hope and vitality he cannot, and sees Kainé as something of an older sister, especially since she possesses a similarly cursed ability.

#### KEY CONCEPT

##### ■ PETRIFYING EYES

Emil's eyes turn everything they behold to stone, be it animals, humans, or Shades. How did a young man come to possess such dangerous power, and why does he not appear to have aged when Nier reunites with him after five long years? The answers lie in a laboratory hidden deep beneath his mansion, where the group finds disturbing records of experiments perpetrated in the name of humanity.







#### PERSONAL DATA

##### ■ EXPERIMENTAL WEAPON NUMBER 7

|           |               |
|-----------|---------------|
| ■ SEX     | MALE          |
| ■ AGE     | UNKNOWN       |
| ■ HEIGHT  | 132 cm (4'4") |
| ■ WEAPONS | STAFF, MAGIC  |

# NUMBER 7

Experimental Weapon Number 7



**I WANT TO...SEE YOU AGAIN. I WANT TO SEE ALL OF YOU AGAIN. JUST ONE MORE...TIME. I'M...SCARED. I DON'T WANT TO...DIE...**

#### CHARACTER

This experimental magical weapon from a bygone age conceals great mysteries within a small frame. Created as a fail-safe to stop the more powerful Experimental Weapon Number 6, he eventually uses his abilities to petrify Number 6 and seal off the underground facility beneath the lab.

After a hard-fought victory, Number 7 absorbs the powers of the revived Number 6 and is reborn as the ultimate weapon. Though initially distraught over his hideous skeletal body, the trust and support of Nier and Kainé cause his characteristic positivity to return.

#### RELATION TO NIER

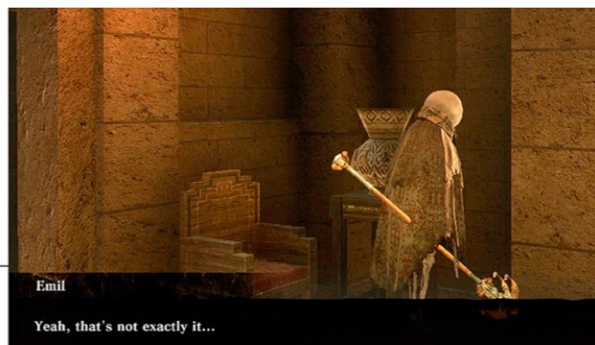
While Number 7 remains sensitive about his appearance, he continues to inspire his companions with his upbeat attitude, serving a role akin to the party mascot. With a newfound ability to reverse his petrification, as well as command of other powerful magics, he also plays a vital role in combat.

Sadly, during their grueling battle with the Shades, Number 7 struggles to control his newfound powers, and eventually unleashes them to catastrophic effect.

#### KEY CONCEPT

##### ■ WEDDING CEREMONY

Over the course of their journey, the party is invited to the wedding of an acquaintance in Facade. Unable to sleep due to his excitement over the ceremony, Number 7 giddily expounds upon his love of weddings to Nier. As Grimoire Weiss brings their late-night chat to an early end, Number 7 reveals that his feelings on the issue are more nuanced than any had previously assumed.



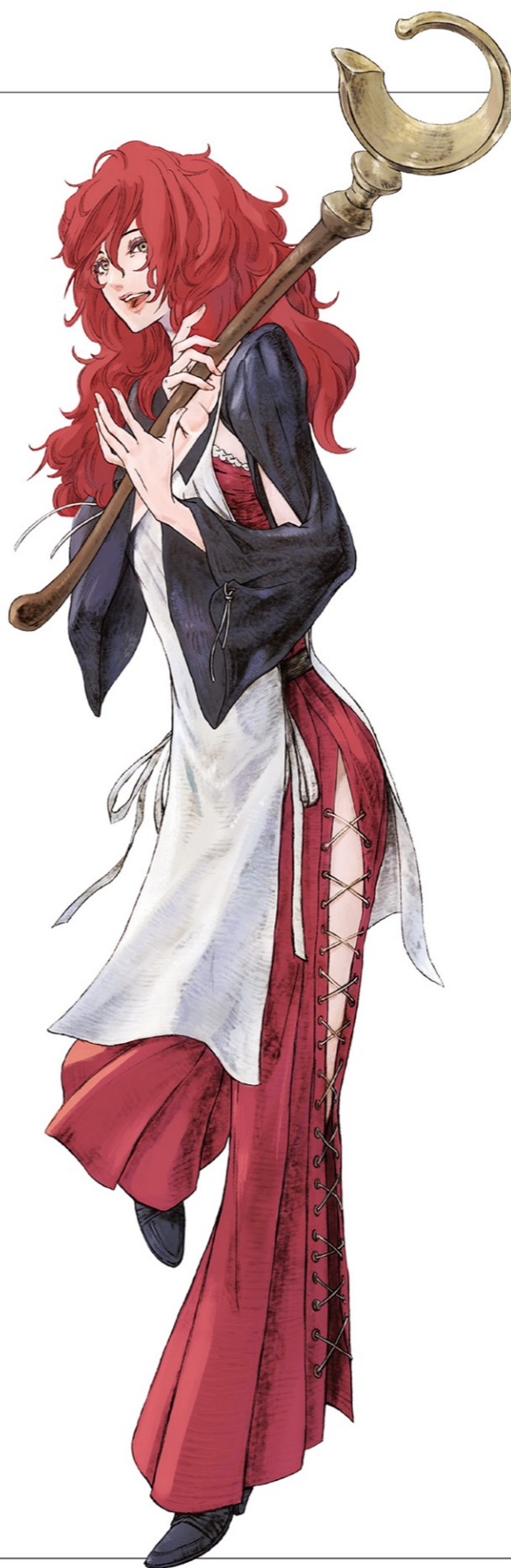


## PERSONAL DATA

### ■ DEVOLA

- SEX FEMALE
- AGE APPEARS TO BE 24
- HEIGHT 160 cm (5'3")
- WEAPONS NONE
- HAIR RED-TINGED CHESTNUT
- EYES PALE BLUE-GRAY

# DEVOLA





**YOU DON'T NEED TO APOLOGIZE. ANYONE WOULD BE UPSET WHEN THEIR FRIENDS ARE HURTING.**

#### CHARACTER

Devola is one of a pair of twins who live in Nier's village. Energetic and quick with a quip, she loves music above all else, and can often be found playing various stringed instruments at the village fountain and local tavern. Yet despite spending so much time in taverns, she has a surprisingly low tolerance for alcohol.

Devola's lifestyle gives her access to a wide variety of rumors, making her the center of information for all the nearby towns. She and her sister, Popola, who serves as the village leader, have an intensely loving relationship and support each other wholeheartedly.

#### RELATION TO NIER

Along with Popola, Devola looks after the orphaned Nier and Yonah. In an attempt to help Nier find work, she gathers information about the villagers and travelers who come to see her perform, and introduces him to any who need assistance.

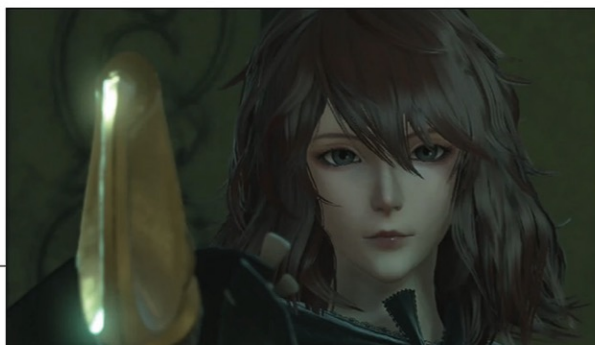
With Nier being away so frequently, Devola often visits Yonah and teaches her new songs to sing. Nier and Yonah consider her and Popola to be true friends they can always count on.

#### KEY CONCEPT

##### ■ SONG OF THE ANCIENTS

Devola is fond of a tune known as the "Song of the Ancients," and can often be heard humming it. She explains the meaning of the song this way: "There's this terrible black book that shows up and starts spreading disease all over the place. But then this white book appears and saves the world and everyone's happy... You know how it goes."

After learning more details about the legend from Popola, Nier embarks on a quest to find the Sealed Verses, accompanied by the white book referenced in the song.







#### PERSONAL DATA

##### ■ POPOLA

|           |                     |
|-----------|---------------------|
| ■ SEX     | FEMALE              |
| ■ AGE     | APPEARS TO BE 24    |
| ■ HEIGHT  | 160 cm (5'3")       |
| ■ WEAPONS | NONE                |
| ■ HAIR    | RED-TINGED CHESTNUT |
| ■ EYES    | PALE BLUE-GRAY      |

# POPOLA



# PROTECTOR OF HOPE

AND FOR THE LOVE OF EVERYTHING, **BE CAREFUL!**

## CHARACTER

Popola is a bright and beautiful woman who runs the library in Nier's village. Serving as a sort of unofficial mayor, she is widely esteemed by the other villagers. She lives with her twin sister, Devola, who she cares for deeply, and helps to look after the fellow sibling pair of Nier and Yonah.

Popola has a calm and gentle nature. Her voice is every bit as beautiful as Devola's, and when she's in high spirits after drinking, she can occasionally be talked into singing duets with her sister.

## RELATION TO NIER

Between her job running the library and her familiarity with everyone in the village, Popola is an excellent source of information. As the first person Nier turns to for help, she's always happy to provide sage advice, whip up medicine for Yonah, or brainstorm the next step in a quest. In fact, it is Popola's guidance that sends Nier to the Shadowlord's castle as he searches for a cure to the Black Scrawl.

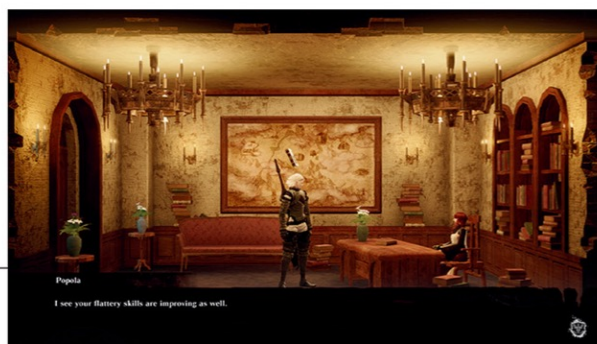
Together with Devola, she helps to care for Yonah while Nier is away, and the girl has grown quite fond of her as a result.

## KEY CONCEPT

### THE LIBRARY

The library that overlooks Nier's village is a repository of ancient knowledge, as well as the pride of the town. Bookshelves line every wall, and a rarely opened door leads to a hidden area beneath. Another room gradually fills with replicas of Shades and other beings that Nier has encountered before. It's truly a building of mysteries.

The library is also paradise for those who possess a thirst for knowledge. Much can be learned about the old world from its books and their readers, including one villager who claims something terrible came down from the sky and turned the world into a "metropolis of salt." He considers this to be a metaphor for the world sinking into the sea.







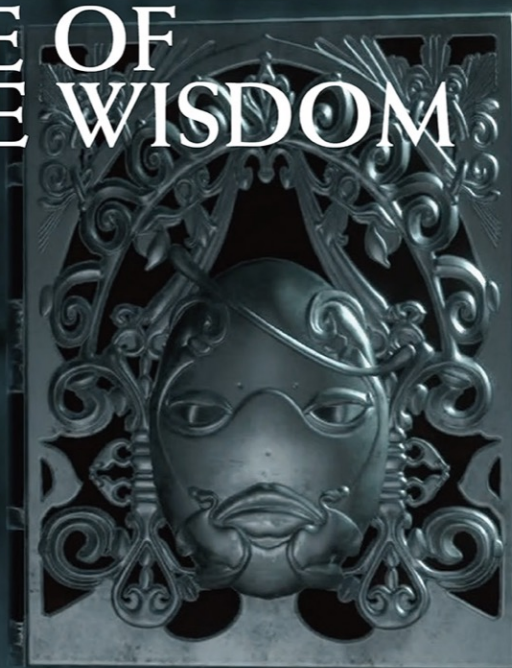
#### PERSONAL DATA

##### ■ GRIMOIRE WEISS

- SEX MALE (?)
- AGE UNKNOWN
- LENGTH 30 cm (12")
- WIDTH 23 cm (9")
- DEPTH 7 cm (2.8")
- WEAPONS MAGIC, VERBAL ABUSE

# GRIMOIRE WEISS

# A TOME OF ARCANES WISDOM



**BLOOD IS SOUND... SOUNDS ARE WORDS...  
AND WORDS ARE POWER! IS THIS...MY MEMORY?**

## CHARACTER

Grimoire Weiss is an ancient tome who was sealed away in the Lost Shrine. After being roughly awakened by Nier, the two agree to work as a team. While Weiss understands human speech and possesses great knowledge, he remembers little of the past—perhaps as a result of the harsh manner in which he was roused.

With Grimoire Weiss at his side, Nier is able to wield powerful magic. Weiss also offers blunt opinions to the pliable Nier, serving as his primary advisor. According to Popola, if Nier is able to retrieve all of the Sealed Verses, the floating book may be the key to curing the Black Scrawl.

## RELATION TO NIER

Sometimes Grimoire Weiss (or simply “Weiss,” as Nier annoyingly refers to him) scolds Nier like a disapproving father, but at other times the two seem more like good friends enjoying a laugh together. Ultimately, they forge bonds of understanding on the battlefield and become staunch partners.

As Nier’s journey begins to look like they’re following a path someone has laid out for them, Grimoire Weiss starts to harbor doubts about the mission. Nevertheless, he makes no effort to interfere with Nier’s chosen decisions.

## KEY CONCEPT

### THE GRIMOIRES

While thirteen Grimoires exist in the world, only two were given the power to comprehend human speech: Grimoire Weiss and Grimoire Noir. While much of Grimoire Weiss’s origin remains shrouded in mystery, one wonders what sort of power he could gain if all the Sealed Verses were assembled—and, for that matter, how he came to be locked away in the Lost Shrine to begin with.





# KING OF FACADE

❖ A MASKED SOVEREIGN  
SEEKING FREEDOM

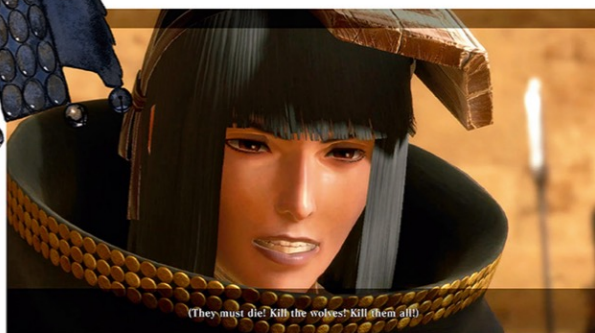
## PERSONAL DATA

### KING OF FACADE

- SEX MALE
- AGE ACT I: 10  
ACT II: 15
- HEIGHT ACT I: 130 cm (4'3")  
ACT II: 175 cm (5'9")
- WEAPONS SPEAR
- HAIR RED-TINGED SILVER
- EYES PALE BLUE-GRAY



WE SHALL **NEVER FORGET** THE DEBT WE OWE YOU, NO MATTER HOW HARD THE TIMES. SUCH IS THE WAY OF THE MASKED PEOPLE.



## CHARACTER

This young king leads the Masked People of the desert. Born and raised in a city bound by over 100,000 rules, he comes to hate being restricted by them, declaring that rules exist "so you may know your freedoms." Though free-spirited by nature, he carefully considers the future of his nation and welfare of his people, earning their respect for his leadership.

## RELATION TO NIER

As a young prince, the King of Facade sought to challenge the Barren Temple alone. When Nier and his companions found him struggling with a trial there, they quickly came to his rescue. Though seemingly reckless, his actions were necessary in order to claim the mask that

would allow him to ascend the throne. He now considers Nier one of his few friends, and both invites him to his wedding and races to his aid in time of need.

## KEY CONCEPT

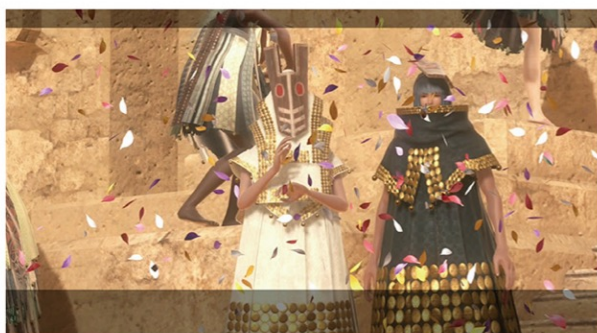
### MASK

One of the Masked People's rules states they must wear masks at all times. These masks vary by occupation, and the sacred mask of a king can only be acquired by passing the trials of the Barren Temple (which royalty alone may enter). One who has passed the requisite trials and claimed the king's mask will be acknowledged as the city's rightful ruler by both the Masked People and foreign rulers.

## ❖ LOYALTY BEYOND WORDS

## FYRA

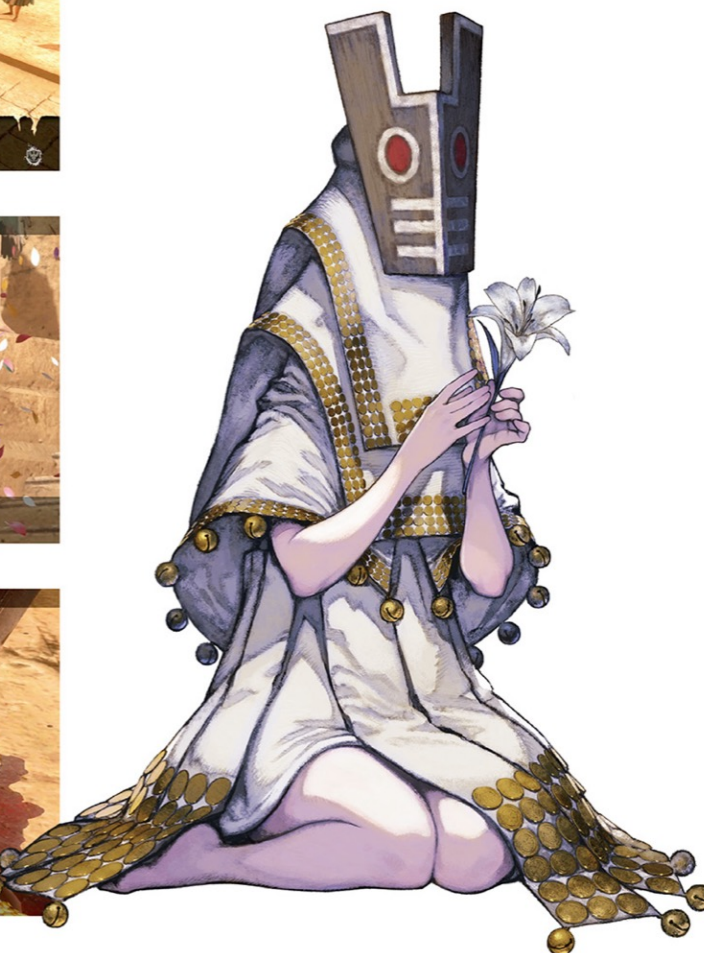
AND THEN SOMEONE TOLD ME... "RULES DO NOT EXIST TO BIND YOU. THEY EXIST SO YOU MAY KNOW **YOUR FREEDOMS.**"



## PERSONAL DATA

## ■ FYRA

|           |                                               |
|-----------|-----------------------------------------------|
| ■ SEX     | FEMALE                                        |
| ■ AGE     | ACT I: 10<br>ACT II: 15                       |
| ■ HEIGHT  | ACT I: 135 cm (4'5")<br>ACT II: 164 cm (5'5") |
| ■ WEAPONS | NONE                                          |
| ■ HAIR    | UNKNOWN<br>(HIDDEN BY MASK)                   |
| ■ EYES    | UNKNOWN<br>(HIDDEN BY MASK)                   |



## CHARACTER

Fyra was neglected by her family and consigned at a young age to indentured servitude in Facade. She possesses a kind and open heart, as well as the resolve necessary to endure difficult circumstances. She does not speak, instead using hand gestures and body language to communicate with others.

## RELATION TO NIER

Empathizing with her fellow outsiders, Fyra aids Nier and his companions when they find themselves unable to communicate with the Masked People. Eventually, Grimoire Weiss is able to put her gestures

into words, allowing Nier to understand her. Fyra also idolizes Kainé, and considers herself indebted to her after Kainé rescued her from a wolf attack.

## KEY CONCEPT

## ■ RULES

The ancestors of the Masked People were a stern tribe who lived their lives in accordance to strict procedures. Over time, these procedures were codified into rules that must be followed to the letter. There are more than 124,000 rules at present, with more being added every day.



# GRIMOIRE NOIR

✦ THE SHADOWLORD'S COMPANION  
WHO TAKETH AND GIVETH

## PERSONAL DATA

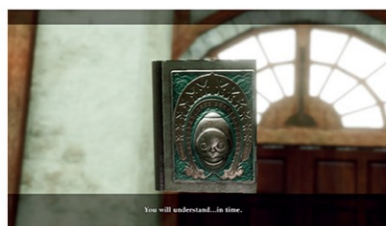
### GRIMOIRE NOIR

- SEX MALE (?)
- AGE UNKNOWN
- LENGTH 30 cm (12")
- WIDTH 23 cm (9")
- DEPTH 7 cm (2.8")
- WEAPONS MAGIC

WE GRIMOIRES EXIST TO CREATE IN  
THIS WORLD A NEW AND JUST **PARADISE**.



CG MODEL



## CHARACTER

Grimoire Noir serves at the Shadowlord's side and helps to power his ambitions. A counterpart to Grimoire Weiss, Noir is capable of human speech and commands powerful magic.

Even more haughty and overconfident than Grimoire Weiss, Grimoire Noir acknowledges only the Shadowlord as his superior. Therefore, he views Weiss as beneath him, and sees him as nothing more than a means to enact their plan.

## RELATION TO NIER

Grimoire Noir strives to fuse with Grimoire Weiss and return the world to the way it is supposed to be. But even after stealing the Sealed Verses from Nier, he meets with an unexpected level of resistance, and his

attempt to assimilate Weiss ends in failure. For while Noir takes great pride in his superior intellect, his calculations fail to account for the strength of the bond Nier and Grimoire Weiss have forged on their journeys together.

## KEY CONCEPT

### TOYKO

In the mid-21st century, salt falls like snow over Tokyo. There, Grimoire Noir speaks to a human, forms a pact, and grants the human his power. Dark magical spheres blast out from around them. Lances pierce the air. Enemies are torn asunder and smashed to the ground. And during it all, the face of the human who stands beside him strongly resembles Nier.

## ❖ RULER OF SHADES

## SHADOWLORD



No matter how things unfold, it all returns to us. All of it.

YONAH... I CANNOT LIVE...  
IN A WORLD **WITHOUT YOU...**

## PERSONAL DATA

## ■ SHADOWLORD

|           |                             |
|-----------|-----------------------------|
| ■ SEX     | MALE (?)                    |
| ■ AGE     | UNKNOWN                     |
| ■ HEIGHT  | UNKNOWN                     |
| ■ WEAPONS | ONE-HANDED SWORDS,<br>MAGIC |
| ■ HAIR    | UNKNOWN                     |
| ■ EYES    | UNKNOWN                     |

## CHARACTER

The Shadowlord is the absolute and uncontested ruler of the Shades. Though he takes a roughly human shape, he possesses superhuman powers, such as the ability to fly using wing-like growths on his back. Accompanied by Grimoire Noir, he wields powerful magic as he drives Nier and his companions to the brink of annihilation.

## RELATION TO NIER

After Nier assembles all the Sealed Verses, he is abruptly attacked by the Shadowlord, who steals away the sister he loves above all things. Racked with regret over his failure to protect her and driven by a

hatred of the Shadowlord, he will not rest until she is back in his life once more.

## KEY CONCEPT

## ■ YONAH

Even as they slay untold numbers of his Shade subjects, the Shadowlord shows little interest in Nier and his companions, and never again pursues them after taking Yonah. This suggests Yonah was his objective all along—but what possible reason could the Shadowlord of legend have for emerging at this point, and why would he desire Yonah so?

## ❖ THE LURKER

## TYRANN



KAH HAH HAH HAH HAH!  
KILL HIM! KILL HIM!  
**FEEL THE HATE INSIDE YOU!**

## PERSONAL DATA

## ■ TYRANN

|           |         |
|-----------|---------|
| ■ SEX     | MALE    |
| ■ AGE     | UNKNOWN |
| ■ HEIGHT  | UNKNOWN |
| ■ WEAPONS | UNKNOWN |
| ■ HAIR    | UNKNOWN |
| ■ EYES    | UNKNOWN |

## CHARACTER

Tyrann is a parasitic Shade infecting Kainé. He loves hatred, strife, and violence, and is attracted to Kainé due to her heart being a swirl of such emotions. He intends to complete his takeover the moment her hatred ebbs and her mind and body weaken.

## RELATION TO NIER

Tyrann lurks in Kainé's body, continuously corroding her. He takes great glee in basking in her heart's desire for vengeance as she seeks to avenge her grandmother. However, as Kainé and Nier travel

together, the bond they form changes everything for Tyrann. Along with Kainé, he begins to experience feelings other than anger, and finds himself taking an interest in these strange new emotions.

## KEY CONCEPT

## ■ VITALITY

Whenever Kainé is wounded and begins to lose consciousness, Tyrann's influence increases. He then uses a particular form of magic and vitality unique to Shades to heal her injuries. This suggests that the deeper the wounds Kainé suffers, the better the opportunity for him to complete his takeover.



# LOUISE

❖ THE HOPEFUL LITTLE MERMAID

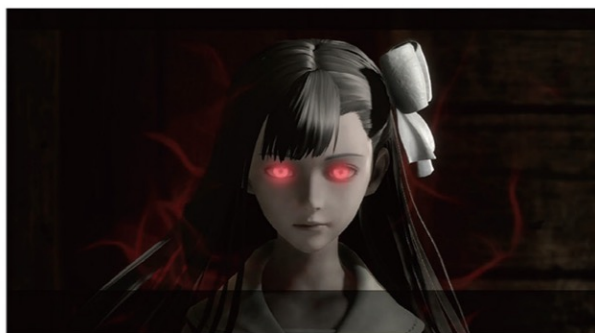
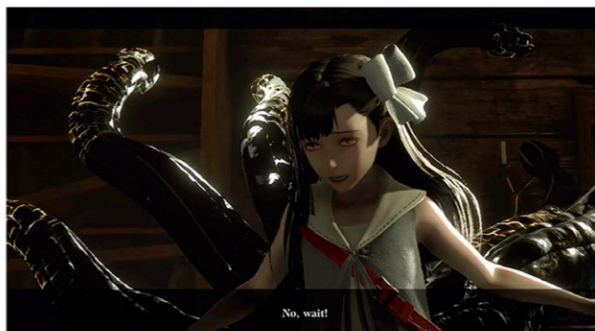
## PERSONAL DATA

### LOUISE

- SEX FEMALE
- AGE UNKNOWN
- HEIGHT 134 cm (4'5")
- WEAPONS NONE
- HAIR RED-TINGED BLACK
- EYES REDDISH BLACK



NOBODY EVER HELPED ME! HE'S THE ONLY ONE WHO WAS EVER KIND TO ME! HE TAUGHT ME WHAT KINDNESS IS!



## CHARACTER

Louise lives in a shipwreck that washed ashore in Seafront. Incapable of proper speech—perhaps due to amnesia—she hates the sun and adamantly refuses to leave her home. Eventually, however, she comes to appreciate a postman who attempts to help her. He gives her the name Louise, a treasure she adores as much as the ribbon he also gives her and the song he teaches her.

## RELATION TO NIER

When Nier encounters Louise in the shipwreck as he's investigating a string of disappearances in Seafront, Kainé and Tyrann immediately re-

gard her with suspicion. Seeing Nier and his companions as an obstacle to getting what she wants, Louise reacts to their intrusion in an unexpected manner.

## KEY CONCEPT

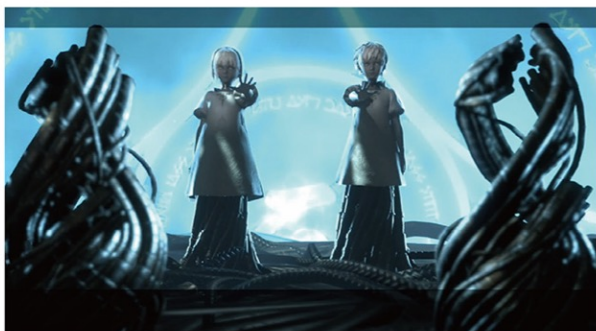
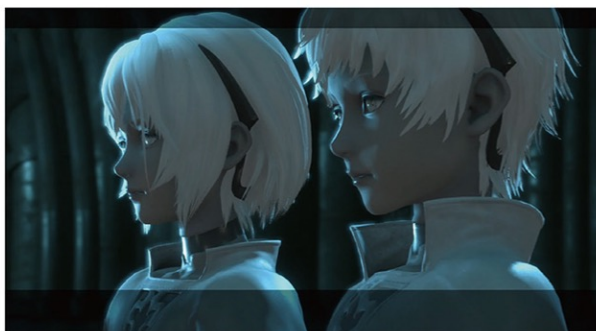
### SONG

After Louise refuses the postman's gift of bread one day, he decides to teach her a song instead, one he picked up by listening to the humming of the old woman who used to live in the lighthouse. Although Louise loves the tune, her singing voice turns out to be much coarser than one would imagine, considering her appearance.

## ❖ ADMINISTRATORS WITH ANSWERS

## TWINS

"WELCOME TO THE SEA OF HUMANITY."  
"WELCOME TO THE CEMETERY OF  
SIN AND PUNISHMENT."



## PERSONAL DATA

## ■ GIRL/BOY

|           |                       |
|-----------|-----------------------|
| ■ SEX     | FEMALE/MALE           |
| ■ AGE     | UNKNOWN/UNKNOWN       |
| ■ HEIGHT  | UNKNOWN/UNKNOWN       |
| ■ WEAPONS | UNKNOWN/UNKNOWN       |
| ■ HAIR    | WHITE/WHITE           |
| ■ EYES    | LIGHT GRAY/LIGHT GRAY |



## CHARACTER

Kainé encounters these twins at a particular point in her journey. Their gray skin and white hair suggest they are a form of existence that is neither human nor Shade. They attempt to communicate in a strange manner of speech that includes completing each other's sentences.

## RELATION TO NIER

While the twins are never seen in direct contact with Nier, they are quite familiar with him and his destiny. They are also fascinated by Kainé for exhibiting what they call a "singularity signature."

## KEY CONCEPT

## ■ MACHINES

The twins possess knowledge and prowess far beyond what their youthful appearance would suggest. Their diverse and powerful abilities include controlling robots, apparent invulnerability, and an ability to read the data of others. Who—or what—exactly are these so-called "administrators"?



# THE ABYSS OF NIER—PART 1

A deep, spoiler-filled dive into the characters, containing all the secret details that didn't make it into the games!

## ● NIER, A.D. 2053 ※1

VA: Nobuhiko Okamoto / Zach Aguilar

After the fall of the red dragon, the mysterious white chlorination syndrome begins to spread. The infected either turn to salt and die, or go berserk and begin attacking others. Out of fear of further proliferation, the Japanese government seals off the Shinjuku ward of Tokyo—the virus's epicenter. As a result, Nier and his sole living relative, Yonah, are left to wander the Shinjuku dead zone.

A starving and desperate Nier hears about a national emergency relief initiative that is providing food and medical treatment. However, this so-called "relief initiative" is actually a means of gathering subjects for a human experiment. Its true purpose is to locate a potential "Original Gestalt"—someone who can survive the Gestalt process with their sentience intact. Of course, Nier and Yonah do not know this.

With no other options, Nier brings Yonah to the relief facility. But instead of being given food and medicine, they receive a pair of strange books. (These books are cloned copies of Grimoire Noir that make any human who touches them go Gestalt.) Immediately suspicious, Nier waits and watches as the people around him touch the books, go Gestalt, and gradually lose control of themselves (or, in the experiment's parlance, "relapse"). Realizing they have been deceived, Nier takes Yonah and flees the facility.

As Nier and Yonah hide in an abandoned supermarket, they are discovered and attacked by a group of relapsed subjects. Nier is then forced to make a dire decision in order to protect Yonah.

## ● NIER, A.D. 3465 ※2

VA (Act I): Nobuhiko Okamoto / Zach Aguilar

VA (Act II): Koji Yusa / Ray Chase

VA (Gestalt): Jamieson Price

Our protagonist has a doting and deeply protective relationship with Yonah—and when she is infected with the Black Scrawl, he and Grimoire Weiss embark on a quest to find the Sealed Verses and save her. While he's a fundamentally kind and cheerful person, the protagonist's perpetual focus on Yonah tends to distract him from what's transpiring around him. He puts little importance on his own feelings, including barely noticing his own increasing attraction to his traveling companion, Kainé.

In the original *NieR Replicant* and ver.1.22..., the protagonist is sixteen years old, Yonah is his younger sister, and the game is set in 3465. In *NieR Gestalt*, the protagonist is thirty-eight, the year is 3361, and Yonah is his daughter. In the game's planning stages, it was conceived solely as a story of two siblings. The alternate story of a brawny father fighting to protect his daughter was born from considering market characteristics of the different hardware platforms.

In both versions, the protagonist is the Replicant Nier who manages the physical body created from Gestalt Nier data. (Gestalt Nier, who possesses only the soul of Nier, appears as the Shadowlord who takes Yonah.) The connection between the name "Nier" and the English word "near" can only be considered ironic when applied to a character whose body and soul—things typically inseparable—travel separate paths and ultimately end up as adversaries.

This said, the player is free to change the protagonist's name if they so choose. If they make it to Ending D and lose their memories (save data), they will no longer be able to use that name as long as they play with the same system data.



## ● THE SHADOWLORD

VA (Act I): Nobuhiko Okamoto / Zach Aguilar

VA (Act II): Koji Yusa / Ray Chase

Our protagonist has a doting and deeply protective relationship with Yonah. When he chooses to undergo the Gestalt process in order to protect her, he is the first of all the numerous test subjects to successfully maintain his sentience. The World Purification Commission behind Project Gestalt immediately recognizes his stability as a specimen and dubs him the "Original Gestalt."

Convinced the Commission will be able to reverse Yonah's relapse after freezing her for a thousand years, Nier agrees to provide his Maso in exchange for her cold-sleep treatment. (His Maso will allow others to similarly undergo the Gestalt process with their sentience intact, preventing further relapse cases.) However, after the promised thousand years pass, Nier erupts in fury when he realizes there is no hope for Yonah's revival; not only is there still no means of curing relapses, but Replicants had at some point begun to develop self-awareness. He then decides to take matters into his own hands and reverse her relapse by reuniting the Gestalt Yonah soul with the Replicant Yonah body.



## ● YONAH

VA: Ai Nonaka / Heather Hogan

Nier's sister Yonah (or daughter in *NieR Gestalt*) begins to relapse when she touches Grimoire Noir and undergoes the Gestalt process. Because Gestalt Yonah—where her soul resides—was preserved after the relapse had already begun, all Replicants created from its data will invariably contract the Black Scrawl. Realizing that her relapse can never be reversed, the Shadowlord (Gestalt Nier) decides to risk everything and return Yonah's soul to her Replicant body.

Meanwhile, Popola and Devola—androids charged with supervising the Replicants—sense the Shadowlord's instability is causing an increase in Gestalt relapses. They task Replicant Nier with finding Grimoire Weiss and the Sealed Verses so they can activate the two Grimoires' systems before the relapses worsen. By using the energy released from the fusion of the two tomes, they can theoretically reunite all the remaining Replicants safely with their souls.

Yonah's name comes from the Book of Jonah in the Old Testament of the Bible.

## ● DEVOLA AND POPOLA

VA: Ryoko Shiraishi / Eden Riegel

The twins Devola and Popola play a central role in the town where Nier lives. Unbeknownst to anyone, they are androids created to serve a supporting role on the eventual day Gestalts return to their Replicant vessels. In the meantime, they perform functions such as creating new Replicant bodies based on data extracted from Gestalt souls, and restoring data from dead Replicants to their Gestalts.

Though they have been managing Replicants for over a thousand years, they eventually lose control of the Shadowlord. When this happens, they initiate a new plan to forcibly return all surviving Gestalt souls to their Replicant bodies, in accordance with the objectives programmed into them by the World Purification Commission some 1,300 years prior.

As androids, Devola and Popola are not supposed to be capable of emotion. The same is true of Replicants, and yet over the long centuries, Replicants began to develop humanlike feelings and live humanlike lifestyles. Devola and Popola eventually come to view their Replicant charges with envy, and slowly began emulating their shift toward self-awareness. However, they do not become conscious of the feelings burgeoning inside them until just before they are slain by Replicant Nier.

Their names were derived from a weapon called "Devolapopola" in the game *Drakengard*. (This weapon was localized as "Skald's Song" in the English version.)

## ● GRIMOIRE WEISS

Original VA: Peter / Liam O'Brien

ver.1.22... VA: Hiroki Yasumoto / Liam O'Brien

Grimoire Weiss is the counterpart to Grimoire Noir, and was designed to be a key component of Project Gestalt. Grimoires Noir and Weiss were programmed in such a way that if the Sealed Verses were acquired and the two books fused together, a large amount of power would be released—power that could be used to forcibly reunite Gestalt souls with Replicant bodies.

Unfortunately, Grimoire Weiss's memories become jumbled when Replicant Nier violently knocks him awake at the Lost Shrine. As a result, he spurns the request to fuse with Noir—despite subtle and not-so-subtle hints

from Popola, Devola, and the Shadowlord—and chooses instead to side with the Replicants.

Weiss's name comes from the German word for "white." He is capable of speech because he contains a human Gestalt, and has been covered with a magical coating so strong it prevents him from getting wet while submerged in water. One could even throw him in the laundry if they removed his decorative elements first.

## ● GRIMOIRE NOIR

VA: Fumihiko Tachiki / D.C. Douglas

A Grimoire designed to be the counterpart to Grimoire Weiss, Grimoire Noir eventually forges a pact with the Shadowlord (Gestalt Nier), who is effectively the leader of the Gestalts. His goal is to fuse with Grimoire Weiss and restore all Gestalt souls to their Replicants. His name comes from the French word for "black." Like Grimoire Weiss, he contains a human Gestalt.



## ● KAINÉ

VA: Atsuko Tanaka / Laura Bailey

Kainé, the game's heroine, dresses in extremely feminine clothes due to being bullied as a child for being born intersex. She reveres her grandmother Kali, who was the only person in her life to fully accept her and treat her as a woman. In fact, Kainé's vulgar speech and behavior were both heavily influenced by her grandmother.

When the elder woman is murdered by a Shade, Kainé is seriously wounded while attempting to defend her, which allows a Shade named Tyrann to possess half of her body. This gives her strength far beyond that of a normal human, as well as the ability to understand the speech of Shades (human Gestalts), but also makes her the victim of further persecution.

Kainé initially feels her sole purpose in life is to use her Shade power to avenge her grandmother, but meeting the indefatigable Replicant Nier causes her outlook to change—and after achieving her revenge, she chooses to keep fighting on behalf of her new friend. At first, Kainé views Nier as little more than a traveling companion, but after being restored from her petrification, she finds herself becoming more interested in him as a man.

Incidentally, the impetus for Kainé being intersex came from a pitch that director Yoko Taro received from a woman on the development staff at Cavia, who proposed that the "heroine" be male. The Japanese kanji characters for her name are 壊音 (*kai-ne*, the first meaning "destruction" and the second meaning "sound"), which the development staff seemed to have come up with without any particular external inspiration. Perhaps Kainé, who can hear the speech of Shades, hears their death screams as "broken sounds." Or maybe she hears the sounds of herself "breaking."

## ● TYRANN

VA: Shoto Morikubo / Spike Spencer

Tyrann is the Gestalt of another human who lives in Kainé's body. He feels perfectly at home in her deeply traumatized soul, and exploits her weaknesses so he might one day seize full control of her person. When Kainé is severely wounded and at the brink of death, he manages to briefly put this plan into action, but Replicant Nier and Emil are eventually able to subdue him.

Despite being a Gestalt, Tyrann finds himself growing intrigued by Replicants after being exposed to the jumble of emotions within Kainé's heart—feelings such as her hatred of Shades and her love of Nier. But if Tyrann can succeed in taking control of another person's Replicant, it suggests the possibility of a dramatically new direction for Project Gestalt.

His name comes from a German word meaning "tyrant."

## ● GRANDMA KALI

VA: Mari Yokoo / Wendee Lee

Kainé's grandmother Kali was a rough and vulgar woman, but she loved Kainé from the bottom of her heart and would do anything to protect her. Some of the ways she showed her love included giving Kainé feminine clothing and a legendary Lunar Tear to wear in her hair. Ultimately, Kali was crushed by a Shade and died as Kainé watched helplessly.

Her name in the Japanese version is "Curly." She was named for one of the Lost Boys who lived with Peter Pan.

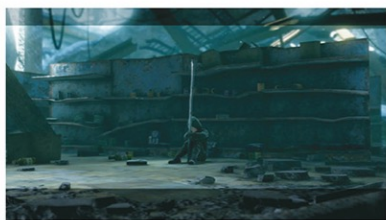
※1 A.D. 2053 in *NieR Replicant* and ver.1.22..., and A.D. 2049 in *NieR Gestalt*.

※2 A.D. 3465 in *NieR Replicant* and ver.1.22..., and A.D. 3361 in *NieR Gestalt*.

GRIMOIRE GEDÄCHTNIS: REVISED EDITION  
-PROJECT GESTALT & REPLICANT SYSTEM-  
**STORY GUIDE**







## STORY GUIDE

## Snowfall in Summer

NE TOUCHE PAS À CE LIVRE.  
JAMAIS. COMPRIS ?

## NIE R'S VISION

Desperate to save a loved one, a boy forges a pact, setting in motion events that will ultimately seal a far-off fate...

Summer, 2053. Tokyo.

A young man clutches a metal pipe in his hands. Though the city lies in ruins, he and his young sister have found refuge in a run-down supermarket. As they rest, his downcast gaze alights on a book with an ominous face on the cover.

Suddenly, dark creatures rise out of nowhere. But the young man is prepared for how such shadows can strike without warning, and he begins knocking them aside one after the other in an attempt to keep them away from his sister. Sadly, the boy's frantic strength is no match for the sheer volume of ebon spirits that appear, and he is soon struck down to the cold, uncaring concrete.

As his stunned eyes land upon the strange book once more, the sinister face upon it begins whispering promises of power. And the boy listens, for he will pay any price to protect his sister.

"I need...more...power..."

The moment he touches the book, it happens. As if responding to his unspoken desire, the tome rises into the

air and joins him in battle, materializing arms of pure darkness that easily sweep aside his shadowy enemies.

Gasping for breath as he struggles to contain his newfound ability, the young man races back to his sister, who greets him with a heartfelt smile. But as she reaches out to give him a portion of a cookie she'd discovered, her small body crumples feebly to the ground.

"Yonah!"

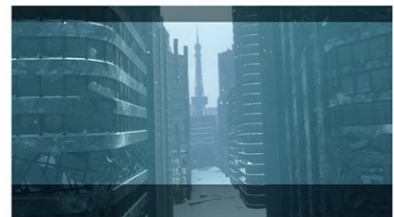
His sister had been struggling with an ominous cough for some time, and lines of revolting black symbols now begin streaking up her white neck—a sign her condition has progressed beyond all hope.

"Please!" cries the boy as he cradles her tiny body in his arms. "Somebody! We need help! Help us!" He continues to scream and scream as a layer of salty snow slowly envelops the city in a soft blanket of white.

「何があっても、その本には触るんじゃないぞ。絶対に。」

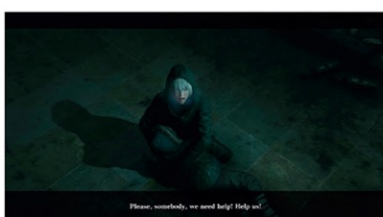
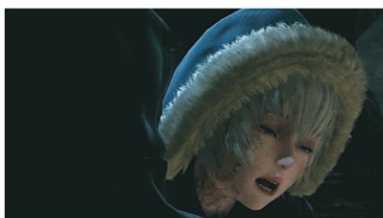


FASS DIESES BUCH NICHT AN. NIEMALS. HAST DU VERSTANDEN?



○ VISUAL | ○ CHARACTER | ● STORY | ○ PLAY | ○ CONCEPT | ○ SECRET

DON'T TOUCH THAT BOOK. NOT EVER.





## STORY GUIDE

## The Lunar Tear

## NIE R'S VISION

As a sickly girl dreams of a legendary flower, the foundations of their lives begin to crack.

Exactly 1,432 years have passed since the incident in Tokyo.

A young man named Nier lives with his sickly little sister, Yonah. Each day, he leaves her at home while he earns a living doing odd jobs for their fellow villagers. These errands may be as simple as hunting violent sheep, or as dangerous as turning his sword against the terrifying Shades who sometimes attack people and livestock. The rewards he receives for these small tasks pay for their food and Yonah's medicine. The pair get further support from Popola, who manages the library, and her sister, Devola, a singer. Although money is tight, Nier and Yonah manage to take care of each other and live a life that is humble but stable.

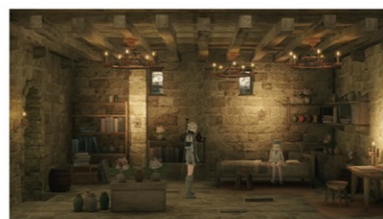
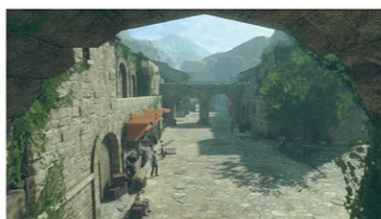


## DIE MONDTRANE ...

「ツキノナミダかあ...」



THE LUNAR TEAR...





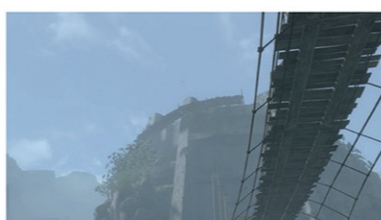
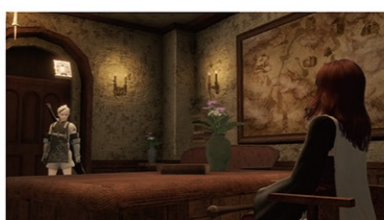


## UNE LARME LUNAIRE...

One day, Nier tells his sister the legend of the Lunar Tear, a flower so precious it can make a person rich beyond their wildest dreams. He goes on to say that having such money would allow them to “buy the best medicine around—the kind that’ll cure anything!” in the hopes of cheering Yonah up about her current condition.

The next day, Yonah is nowhere to be found. Popola explains that Yonah spent the day in the library trying to find a place where Lunar Tears grow. Popola told her they could be found in the Lost Shrine, but made it clear she must never attempt to go there. Nevertheless...

“I can’t believe this,” says Nier when he finds Yonah’s ribbon along the path to the crumbling ruin. “She really went to the Lost Shrine...” Terrified of what might have happened, he races off after her.







**BLOOD IS SOUND...SOUNDS ARE WORDS...AND WORDS ARE POWER!**

## STORY GUIDE

# The Black Malady & The White Book

### NIER'S VISION

A fateful meeting between boy and tome inspires a hunt for the Sealed Verses.

Nier fights his way to the roof of the Lost Shrine, dispatching the many Shades who nest there. Once he arrives, he finds his sister lying unconscious behind a matched pair of heavily armored statues. When he strikes at their crossed lances with his sword, a book that had apparently been sealed inside clatters roughly to the floor. As it does, the statues come to life and launch an aggressive counterattack.

"For the love of all that is holy," grumbles the ancient book as it rises into the air, "would you PLEASE stop pounding me!?"

Determined to rescue Yonah, Nier ignores the bizarre spectacle of a floating, talking book, the disrespect of which only further irritates the tome. "I am Grimoire Weiss! My very name brings kingdoms to their knees! Now I will grant you one final chance: Bow your head and accept my power, or go it alone and fail."

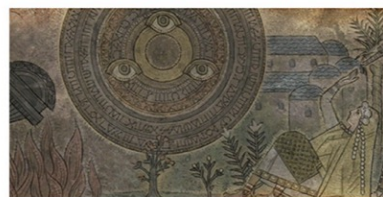
"Then do it already, Weiss!" replies a frustrated Nier.

"You will refer to me by my full and proper name!"

Despite his annoyance, Weiss absorbs blood from the Shades Nier has slain and grants the boy access to magical powers. The pair then works together to pummel the statues with a barrage of spear-shaped blasts, rendering them immobile once more.

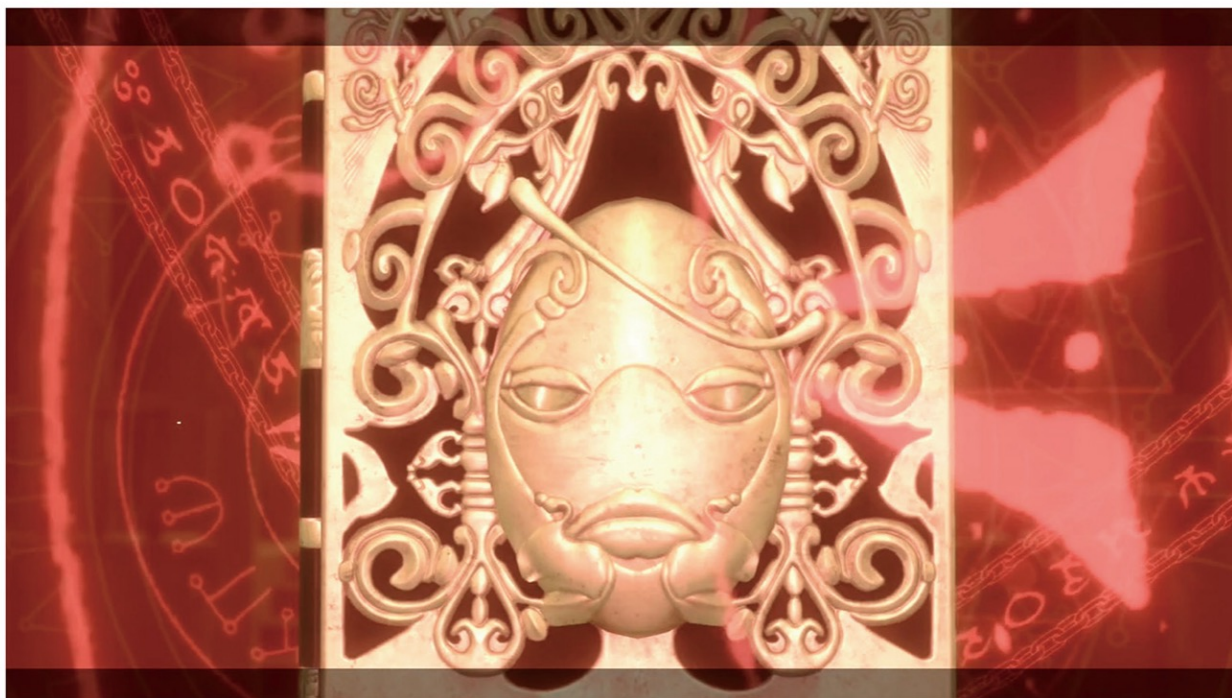


**BLUT IST EIN KLANG,  
KLÄNGE SIND WORTE,  
UND WORTE SIND MACHT!**



With the battle over, Nier cradles Yonah in his arms and races out of the crumbling shrine along with Weiss. At first, he is relieved to find his sister unharmed, but this feeling of relief quickly gives way to horror as strange black letters begin to emerge on Yonah's pale skin...





LE SANG EST UNE ONDE... LES ONDES SONT DES MOTS... LES MOTS SONT LE POUVOIR !

The disease lurking within Yonah's body is the mysterious Black Scrawl, which inevitably kills its victims. While Nier despairs for his sister, the lyrics of Devola's "Song of the Ancients" leads him to a legend that offers a glimmer of hope: "When the great black book, Grimoire Noir, brings calamity upon the world, the white book, Grimoire Weiss, will appear with his Sealed Verses. He will then use them to vanquish Grimoire Noir and purge the calamity he wrought."

Unfortunately, Grimoire Weiss has lost some of his memories—the Sealed Verses—due to the violent manner in which Nier awakened him. He believes, however, that if he can recover them and defeat Grimoire Noir, it might cure the Black Scrawl. Placing his faith in the legend, Nier vows to kill every Shade he can find. Despite her reservations about this reckless plan, Popola is swayed by Nier's love for his sister, and begins advising him about where



he can find especially powerful Shades who might possess a Sealed Verse.



「血はオト……音はコトバ……  
コトバは…チカラ……」



## STORY GUIDE

## The Mysterious Woman

## NIE R'S VISION

A heart possessed by vengeance;  
a body possessed by a Shade.  
Her blade flashes amidst Lunar Tears in The Aerie.

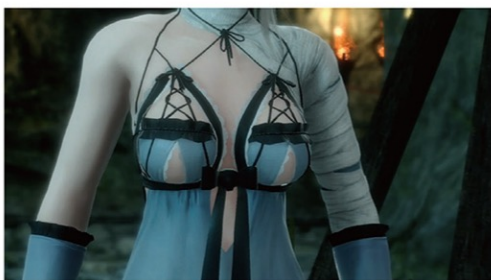
At Popola's suggestion, Nier and Weiss travel to a village called The Aerie, a dismal place where clannish residents hide away in ramshackle homes. Nier fights through the Shades that haunt its many bridges in order to reach the village chief, only to be coldly turned away. As they leave, they spot a dilapidated home standing alone at the village outskirts, and Nier's eye is caught by a wreath of beautiful flora that contrasts sharply with the home's shabby exterior.

"Those are Lunar Tears," notes Weiss, "legendary flowers of almost perfect beauty."

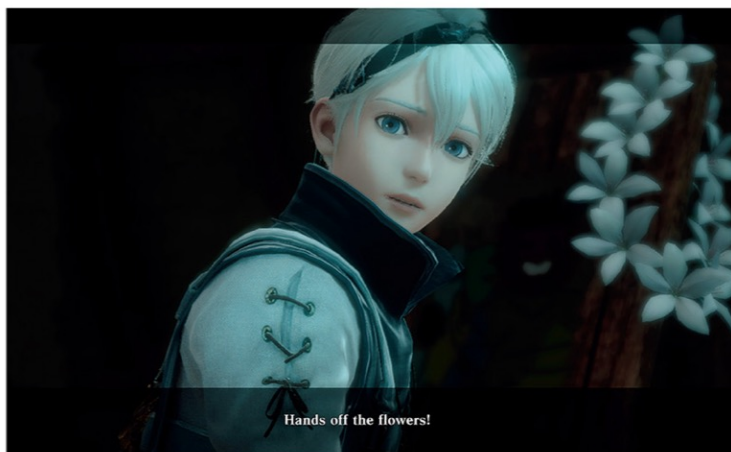
"You're kidding," replies Nier. "Those are the ones I told Yonah about." But as he reaches out to touch one, a sharp voice rings out behind him.

"Hands off the flowers!"

The owner of the voice is an armed woman clad in lingerie. As she rushes in to attack, a telltale black mist rises from her arm. "Is she a Shade!?" cries Nier as he struggles to dodge her powerful sword strikes and magical blasts. But he doesn't get an answer, for their chaotic clash is quickly interrupted by a massive tremor that jolts the ground beneath their feet.



UH, WEISS? WHY IS THAT LADY ONLY WEARING UNDERWEAR?



Hands off the flowers!

「わわわっ、あの女の人、下着しかつけてないよ!!」



I fear we have greater issues to deal with.





## ÄH, WEISS? WARUM TRÄGT DIESE DAME NUR UNTERWÄSCHE?

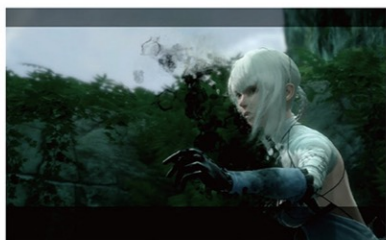
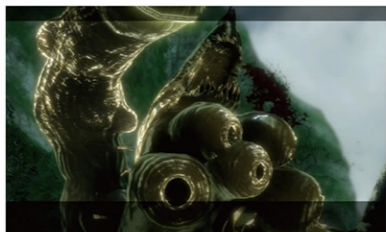


A giant Shade is dragging itself down from the clifftop. Its eyes blaze with menace, while a grotesque tail swings to and fro behind. The moment it appears, the lingerie-clad warrior loses all interest in Nier and turns her blade against the creature instead.

"The hell is going on here?" wonders Nier. He quickly lends his sword to hers, but even their combined power can barely injure the thing. Eventually, the Shade lands a direct hit on the warrior and sends her flying, but she still manages to channel her remaining strength into a magic arrow that pierces the Shade's eye. It screams in pain and flees back over the cliff, hemorrhaging blood in its wake.

Now convinced the woman is human after all, Nier waits while she regains consciousness. He will soon learn that she is a Shade-possessed woman named Kainé, and a person regarded as a pariah by the people of her hometown, The Aerie.

## EUH, WEISS ? POURQUOI CETTE FEMME NE PORTE-T-ELLE QUE DES SOUS-VÊTEMENTS ?





## DITES-MOI SIMPLEMENT...EST-CE QU'ELLE EST MORTE AVEC CELUI QU'ELLE AIMAIT ?



## STORY GUIDE

## The Junk Heap Brothers &amp; A Letter for Someone

## NIE R'S VISION

Brothers awaiting a mother. An old woman awaiting a lover.  
Fragile lives hang between the twin blisses of knowledge and ignorance.

The battle with the powerful Shade at The Aerie leaves Nier lamenting his lack of strength. Seeking a way to enhance his weapons, he pays a visit to the shop at the Junk Heap, where ruins of the old world remain. Unfortunately, the only people minding the store are a pair of young brothers. After a bit of small talk, they reveal that their mother went out to gather materials a week ago and hasn't returned.

Concerned for the pair, Nier agrees to search for the missing mother. He enters the derelict base at the heart of the Junk Heap and fights his way through robots functioning under aggressive security protocols. Upon reaching the final room, he discovers two corpses: a woman resembling

the description of the mother, as well as an unidentified male companion.

"It would seem she abandoned her children to seek comfort in the arms of a swain," notes Weiss.

When they report their findings, the elder brother—who had inferred his mother's intentions—clutches a memento of hers and begins to cry. Faced with a tragedy he could do nothing to prevent, Nier eventually leaves the pair to their grief, wondering all the while if he did the right thing.



## BITTE SAGT MIR EINFACH, OB SIE GEMEINSAM MIT IHREM GELIEBTEN GESTORBEN IST.

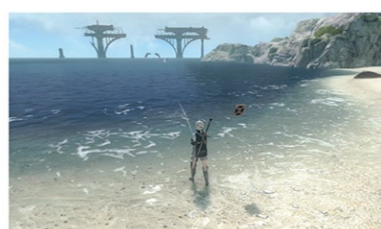
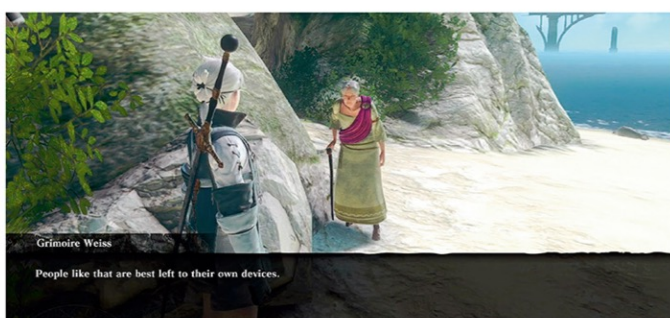




「教えてください。  
母さんは好きな人と  
死ねたんですか？」

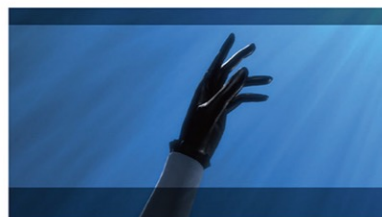
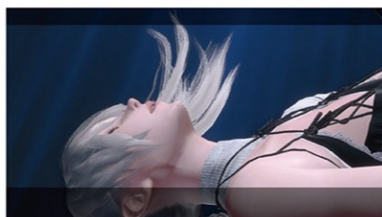
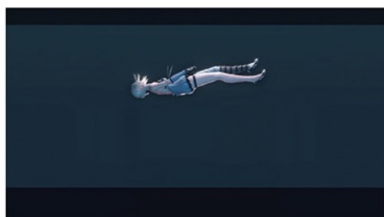


## JUST TELL ME: DID SHE DIE WITH THE ONE SHE LOVED?



When Nier returns home with his newly enhanced weapon, he learns Yonah's condition has taken a sudden turn, and she is now bedridden and racked with constant pain. Seeking a way to ease her agony, he sets off for Seafront in order to find a shaman fish, the liver of which is said to serve as a powerful painkiller. While there, Nier makes the acquaintance of an irritable old woman who serves as the city's lighthouse keeper. Awaiting the return of a lover from across the sea, she lights its lamp every day. But while she has also been visited by the shadow of the Black Scrawl, she does not share this information with Nier. Eventually, he brings the old woman a letter from her lover while filling in for the town postman. Having witnessed her smile at last, he heads back to his village with a shaman fish in hand.





## STORY GUIDE

### At Vengeance's End

#### NIER'S VISION

Nier learns the unpleasant truth of Kainé's life. Can they bury her past along with her nemesis?

ENSUITE, JE VAIS M'APPROCHER  
DE TOI, TOUT DOUCEMENT...FOURRER  
MA MAIN DANS TA POITRINE...ET  
ARRACHER TON PUTAIN DE CŒUR !

While Yonah's condition has stabilized, her Black Scrawl is worsening. On top of that, Popola receives word of problems at The Aerie. Worried for Kainé, Nier and Weiss return and find the village infested by Shades—the leader of which is none other than the giant creature Nier and Kainé fought previously. But even as she risks her life to fight off the invasion, the villagers hurl unending abuse at her.

"You brought these Shades here!" shouts one.

"You disgust me! You disgust us all!" spits another.

Sadly, she is used to such insults, and continues helping the same people who wield them. When Nier manages to drive the giant Shade to Kainé's position, it turns to Kainé and addresses her in a sweet voice, causing the stunned woman to lower her weapon.

"Kainé," it says. "It's me. Grandma. So much pain... So much despair... Why go on living anymore?"

The voice of her beloved grandmother telling her she would be better off dead reverberates through Kainé's mind, but she stands strong against the Shade's obscene appeal. "My grandmother would never say

that!" she responds, displaying the unrelenting pride and conviction her grandmother had passed on to her. "She'd never tell me to give up on life! Never!"

Kainé's desire for vengeance against the beast that slew her grandmother gave her the strength to endure whatever abuse the world throws at her—and now her soul roars with fury as she and Nier lay the massive Shade low with a killing blow. When it finally falls dead, an exhausted Kainé collapses as well. With her face at peace, she seems ready to depart this life. But while Weiss finds this acceptable, Nier refuses to even consider it.

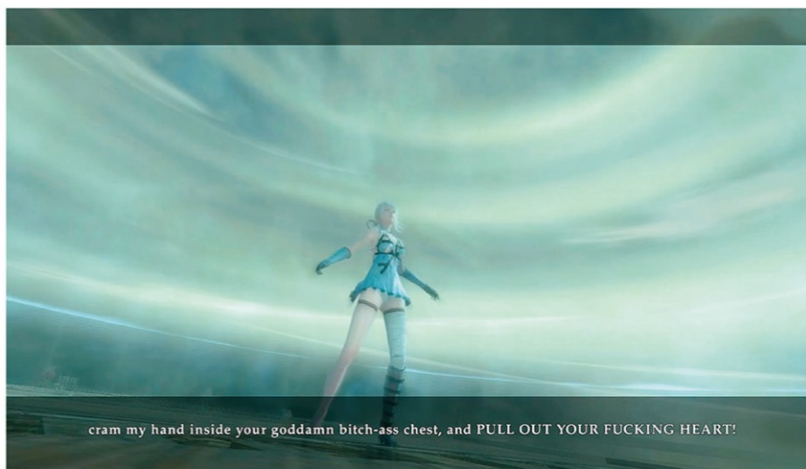
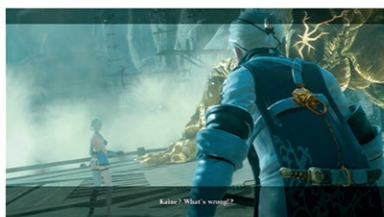
"She's a life!" he tells the book. "She has meaning and worth, and we're going to save her!"

Turning to Kainé, he implores her to fight on. "Don't give up! You're stronger than that! Don't you dare give up now!" As if pulled back by his words, Kainé's consciousness slowly returns from the razor's edge of death. Having been given the faint hope of a purpose beyond revenge, she decides to accompany her two new companions on their journey.

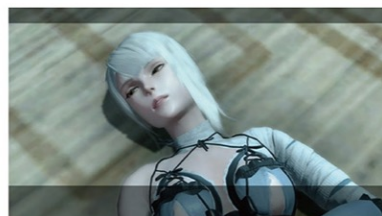
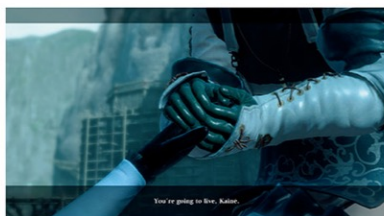




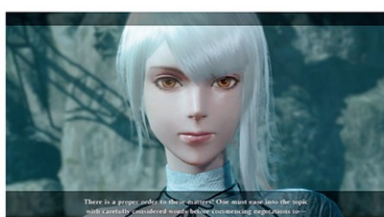
UND DANN WERDE ICH LAAANGSAM ZU DIR GEHEN ... MEINE HAND ZU DEINER BRUST AUSSTRECKEN UND DIR DEIN VERDAMMTES HERZ RAUSREISSEN!



「☆※△×※○粉々に刻んでやるって言ってるんだ、この☆※△×野郎!」



AND THEN I'M SLOOOOWLY GOING TO WALK OVER TO YOU,  
CRAM MY HAND INSIDE YOUR GODDAMN BITCH-ASS CHEST, AND  
**PULL OUT YOUR FUCKING HEART!**







## STORY GUIDE

# Rules of the Masked & The Lost Prince

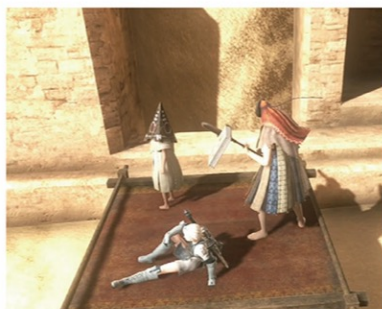
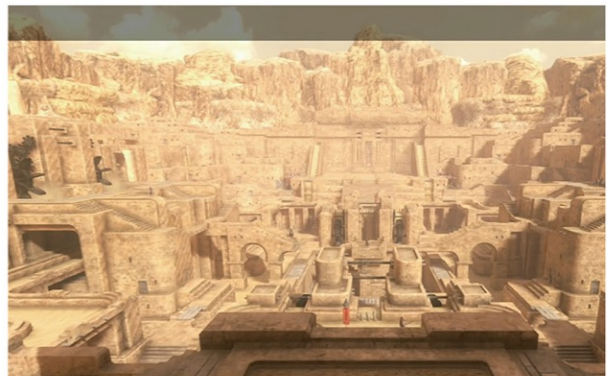
### NIER'S VISION

A clue to the Black Scrawl may lie across the desert, where a girl's wordless courage gives rise to a king.

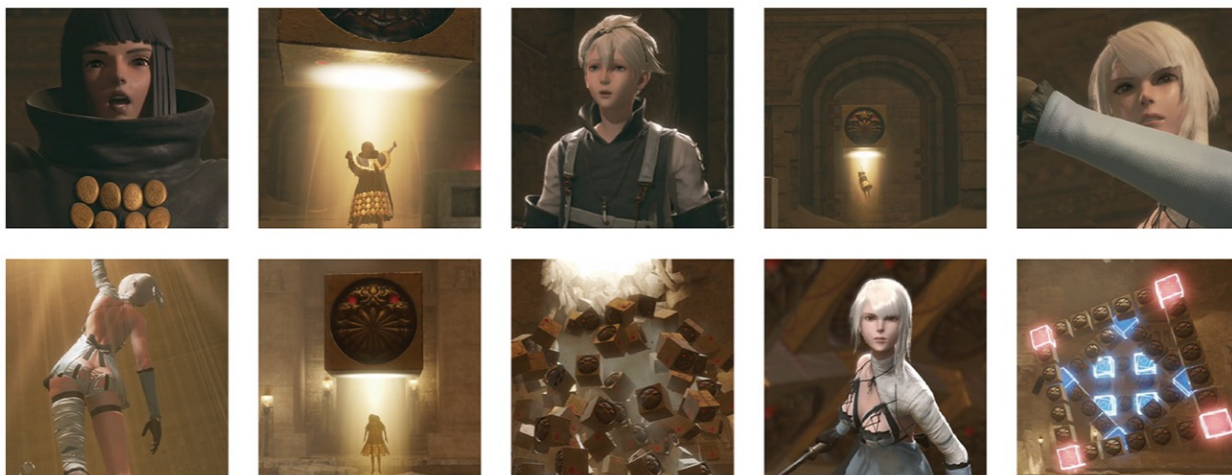
When Nier tells Kainé about Yonah's sickness and the legend of the Grimoires, she tells him the king of a nearby desert nation has also been researching the Black Scrawl. The party immediately departs on a journey across the sands to the walled city of Facade, where a tribe called the Masked People lives in accordance with their countless laws.

After Kainé vouches for their group, they are permitted to enter. Once inside, they immediately find themselves unable to comprehend the bizarre local language. Luckily, they encounter a small girl named Fyra who was once saved from wolves by Kainé, and they quickly work out a method of communication using hand gestures and body language. When Fyra brings the group to the royal palace, they learn the king has already succumbed to the Black Scrawl and his son has gone missing inside the Barren Temple. Restrained by a law stating that only the royal family can enter the temple, the Masked People are unable to help—so Nier's party agrees to go after him in their stead.

DIESES MÄDCHEN MUSS  
SEHR PATRIOTISCH SEIN.  
FÜR DEN PRINZEN TUT SIE ALLES!







THIS GIRL MUST POSSESS EXTREME PATRIOTISM.  
LOOK HOW SHE GIVES ALL FOR THE SAKE OF HER PRINCE!

「フィアよ、なぜそこまで頑張る？  
汝の忠誠心の深さは如何ばかりか？」



(There it is!)

QUEL PATRIOTISME ! CETTE PETITE EST PRÊTE  
À TOUT POUR SAUVER SON PRINCE !



After Fyra guides them through a raging sand-storm, they arrive at the temple and find it a nesting ground for Shades. With some difficulty, Nier makes his way through a series of trap-filled rooms and successfully locates the prince. After destroying a strange group of magical tetrahedrons, he succeeds in leading the masked prince—who is now a masked king—to safety. The party then returns to Nier's village with the gratitude of the Masked People, but no useful information about the Black Scrawl.

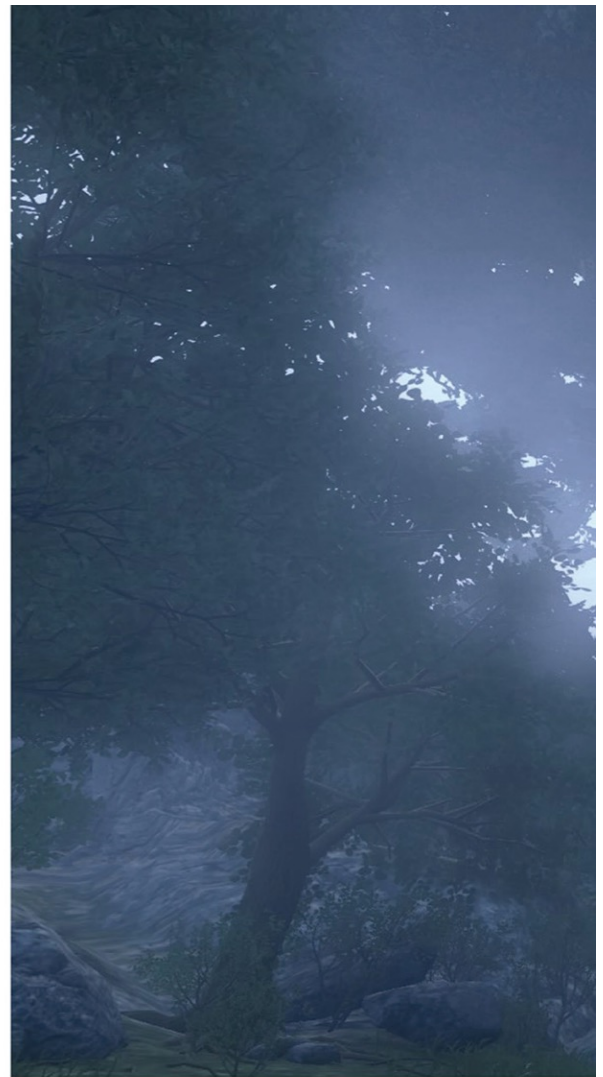


*Zree! Zree! Zree! Zree!  
Shak-k-k-k! Shak-k-k-k! Shak-k-k-k!  
Chk-chk-chee! Chk-chk-chee! Chk-chk-chee!  
Woo-woo-wooma! Woo-woo-wooma!  
Shik shik seeek! Shik shik! Shik shik seeek!*

*One with it is lacking. Two with it is ideal.  
Three with it is dangerous. What is it?*

*I enter through a window, but break no glass.  
When night falls, I vanish. What am I?*

*I have four legs in the morning and two at noon,  
but end the night with three. What am I?*



## STORY GUIDE

# Words of the Woods & Lord of the Manor

### NIER'S VISION

The people of the forest are silenced by words, while a boy with cursed eyes feels a warmth long forgotten.

Upon returning home, Nier has a strange dream in which a silver-haired boy speaks without a voice, and awakens to discover Yonah has experienced the same vision. They are only able to pick out a few words between them: "Sealed Verses," "dream," and "Forest of Myth." When he visits the library later, Popola hands over a strange letter she received from the mayor of the forest in which the word "dream" has been written over and over. Uneasy at the way dreams seem to be merging with reality, Nier decides to pay the forest a visit.

When Nier and his friends arrive and speak to the glassy-eyed mayor, they find themselves trapped inside his dream. There, they quickly learn the mayor has caught the Deathdream—a strange disease transmitted through words—and that they must solve a series of riddles before they can safely awaken. Once they do so, they rescue the other villagers, collect a Sealed Verse, and head home.

Back at Nier's village, Yonah asks her brother to help cure a new pen pal who has fallen ill.

"So who is this friend?" Nier asks.

"Um, well, he's kinda—"

"He?! It's a guy?!"

Nier is shocked at this development; could Yonah really have a boyfriend?

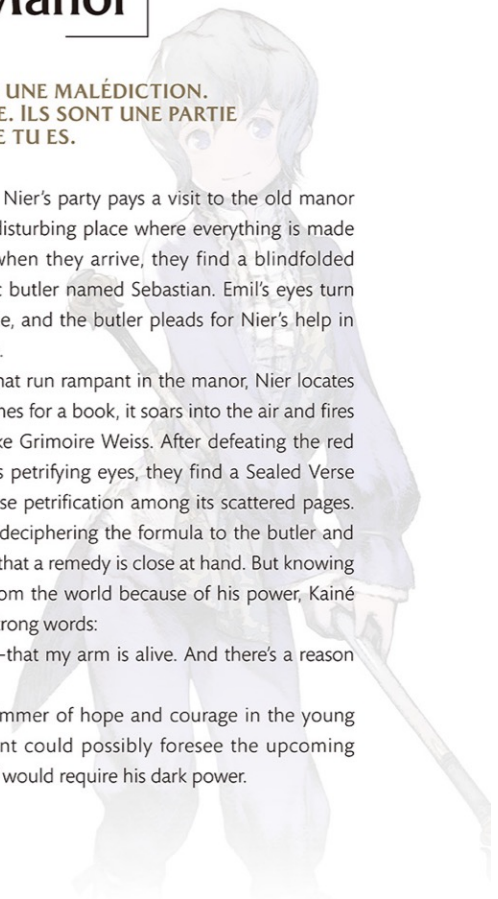
TES YEUX NE SONT PAS UNE MALÉDICTION.  
N'EN AIE JAMAIS HONTE. ILS SONT UNE PARTIE  
ESSENTIELLE DE CE QUE TU ES.

Putting his vexation aside, Nier's party pays a visit to the old manor where the boy lives. It is a disturbing place where everything is made from colorless stone, and when they arrive, they find a blindfolded boy named Emil and a stoic butler named Sebastian. Emil's eyes turn anything he beholds to stone, and the butler pleads for Nier's help in finding a way to lift this curse.

While slaying the Shades that run rampant in the manor, Nier locates a large library. But as he reaches for a book, it soars into the air and fires off powerful magic much like Grimoire Weiss. After defeating the red book with the help of Emil's petrifying eyes, they find a Sealed Verse documenting a way to reverse petrification among its scattered pages. The party leaves the task of deciphering the formula to the butler and bids Emil farewell, confident that a remedy is close at hand. But knowing Emil has secluded himself from the world because of his power, Kainé leaves the boy with a set of strong words:

"There's a reason I'm alive—that my arm is alive. And there's a reason for your eyes, too."

Her comments spark a glimmer of hope and courage in the young man, though no one present could possibly foresee the upcoming moment where Kainé herself would require his dark power.



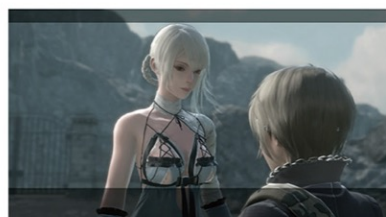
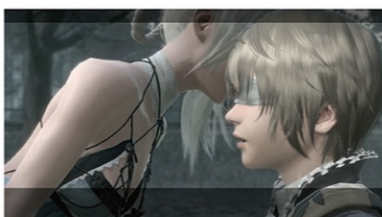
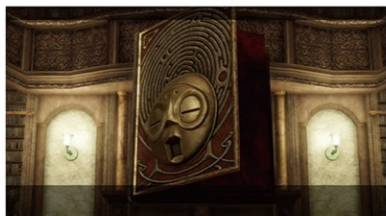




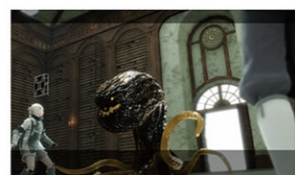
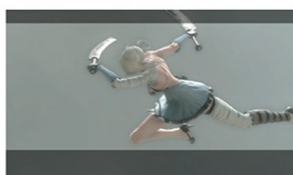
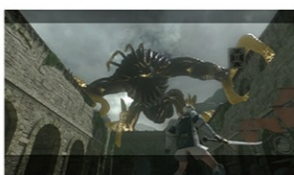
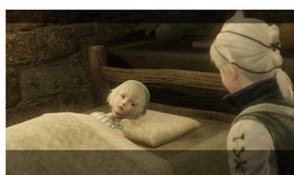
YOUR EYES ARE NOT A SIN. DON'T EVER BE ASHAMED  
OF THEM. THEY'RE A VITAL PART OF YOU.

DEINE AUGEN SIND KEINE SÜNDE. DU  
DARFST DICH DESWEGEN NICHT SCHÄMEN.  
SIE SIND EIN WICHTIGER TEIL VON DIR.

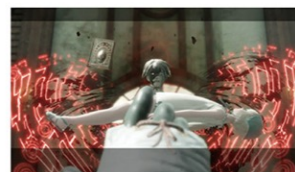
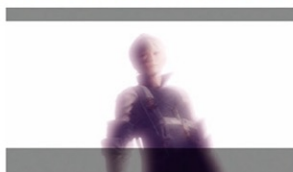
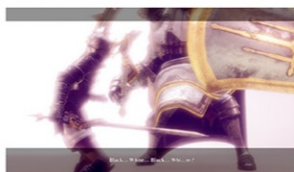
「これは、罪ではない。これ自体に、罪はない。  
大事な、おまえ自身だ。」







WARTE AUF MICH, YONAH ... WARTE AUF MICH, KAINÉ ... ICH ... ICH SCHWÖRE ...



## STORY GUIDE

ATTENDS-MOI, YONAH... ATTENDS-MOI, KAINÉ... JE... JE JURE QUE...

# The Shadowlord Attacks

## NIER'S VISION

A giant Shade strikes, trampling through town without mercy. The Shadowlord and Grimoire Noir arrive in a downpour of blood and destruction.

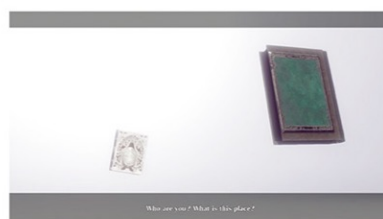
Having slain the giant Shades and collected all of the Sealed Verses, Nier returns home. Little does he know that Emil is hot on his heels with a warning—but by the time he arrives, a horde of Shades large enough to cover the entire village has already begun its attack. Sending Yonah and the villagers to shelter in the library, Nier and Kainé use what strength they can summon to fight the massive Shade leading the attack.

They reduce the monster to a floating head and trap it in the library's basement. But suddenly tentacles shoot out from a puddle of blood on the floor and pierce Nier through the shoulder. When the attackers emerge, Grimoire Weiss immediately recognizes the dark version of himself, Grimoire Noir, as well as the only being who might hope to command him: a shade with wings that glow a disturbing red. Weiss reveals this to be the leader of the Shades, a creature known as the Shadowlord. And to make matters worse, the villain has abducted Yonah and now holds her unconscious body in his arms.

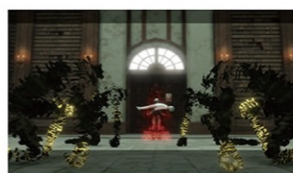
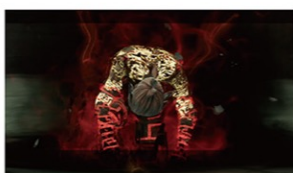
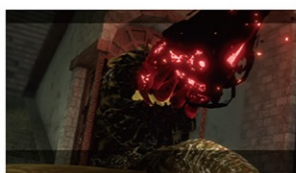
"We are mere books created to serve the Shadowlord!" Noir says to Weiss, who still does not remember all that he should. "White and black shall fuse to one and set free Shades to the world! Your chance encounter with this boy? Your collection of the Sealed Verses? It was all set in motion by the Shadowlord himself! We Grimoires exist to create in this world a new and just paradise!"

With Weiss in a floating stupor, Kainé begins to berate him. "Weiss, you dumbass! How can someone with such a big, smart brain get hypnotized like a little bitch, huh? Now pull your head out of your god-damn ass and START FUCKING HELPING US!"

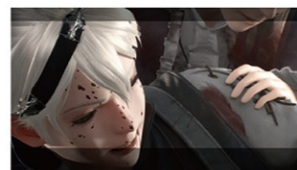
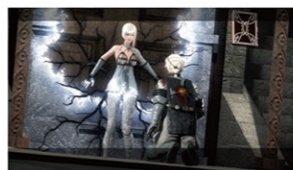
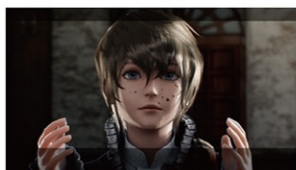
"I'll remember you no matter what," chimes in Emil. "I'll keep the memory of Grimoire Weiss alive forever! And that's not all I'll do! I'll chase you to the end of time and bring you back to us! So Weiss, please! Please come back!"



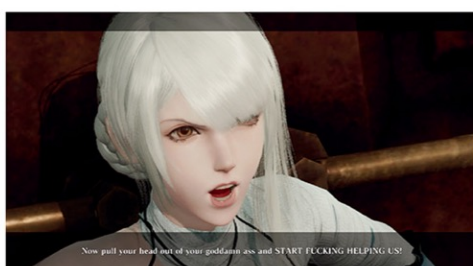




「待ってるヨナ。待ってる……カイン。……必ず……必ず……」

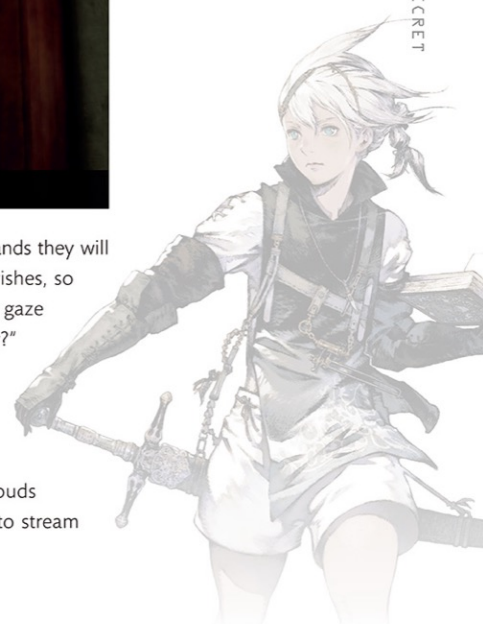


WAIT FOR ME, YONAH... WAIT FOR ME, KAINÉ... I... I SWEAR...



These words remind Weiss of the time he spent with his companions and permit him to regain control of himself, at which point he promises to fight by their side now and forever. Seeing that Weiss will not fuse with him, an enraged Grimoire Noir tries to attack the other book, but Nier throws himself in the way and takes the possibly fatal blow himself. An emotionless Shadowlord then whisks Yonah away, leaving the injured and despondent party behind with the rampaging Shade trying to break out of the basement. Knowing they are out of options, Kainé proposes a drastic plan to Emil: "I want you to petrify me. You can use me to keep this thing locked away down there."

Though it breaks his heart, Emil understands they will all perish if he does not accede to her wishes, so he removes his blindfold and affixes his gaze squarely on Kainé. "No more crying, okay?" she says as the stone spreads across her body. "Grow strong. Never lose hope." Moments later, Kainé is transformed into a statue, and the library is quiet at last. As useless tears begin to fall, the clouds clear, allowing a dazzling ray of sunlight to stream through the library's shattered roof.





## STORY GUIDE

## Snow White

## NIE R'S VISION

A victim of loss turns hatred to strength, and a would-be savior pays the price for power.

It has been five years since Yonah's abduction by the Shadowlord. The Shades have grown smarter, equipping themselves with arms and armor as they begin to attack people even in broad daylight. Nier continues to hunt their kind, but his efforts have yet to turn up any clues to the Shadowlord's whereabouts. Meanwhile, the spread of the Black Scrawl accelerates without pause.

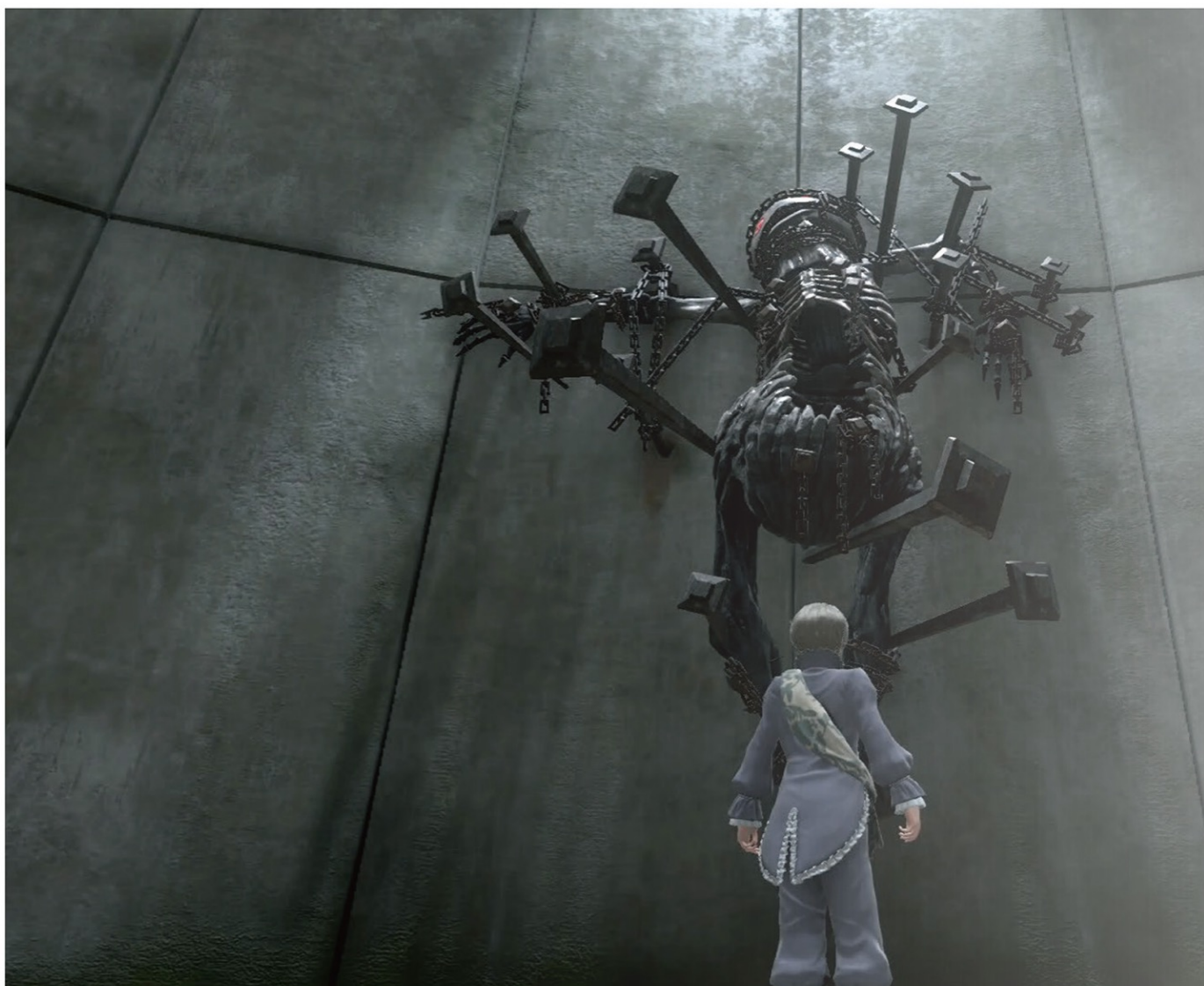
One day, Emil learns that a method to control his petrification abilities may exist in a facility beneath his manor. With Nier protecting him as he explores its Shade-infested depths, Emil slowly recovers his past, piece by piece.

"We used to be human. Just a bunch of regular human kids like you'd see anywhere."

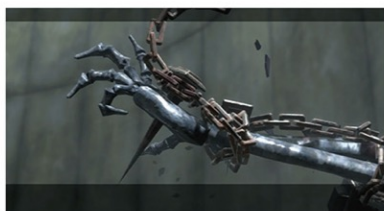
They learn the facility was engaged in the development of magical weapons involving human children. And in the facility's depths, Emil discovers his crucified sister, Halua, who has been transformed into the facility's strongest creation: Experimental Weapon Number 6. Emil then learns he is also a biological weapon, and that his petrification ability was designed to stop his out-of-control sister.

But when Emil attempts to take a large quantity of magical power from his sister, it sends her into a rampage that Nier is barely able to stop. As she dies, she grants Emil the power he needs to control his petrification abilities. The price, however, is dear: he is transformed into a disturbing skeletal creature bereft of both flesh and human warmth. When he realizes this, Emil's screams echo throughout the abandoned facility.

**NON ! NE ME REGARDER PAS !**







## NO! DON'T! DON'T LOOK AT ME!

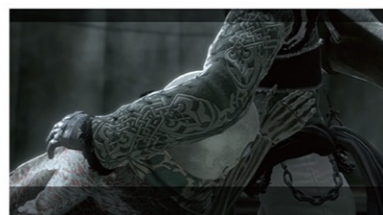
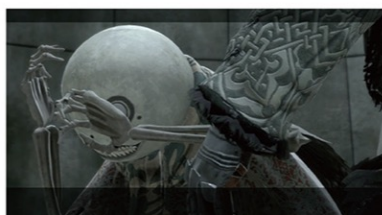
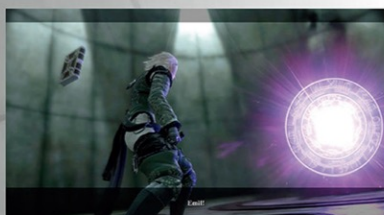
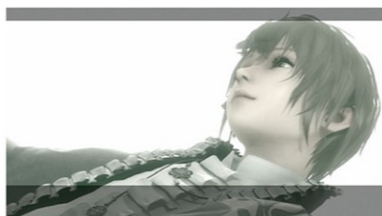
"I can't stand to be with you when I look like this," Emil sobs. But Nier just embraces him tightly.

"What'd I tell you?" he says. "We're here for you, no matter what."

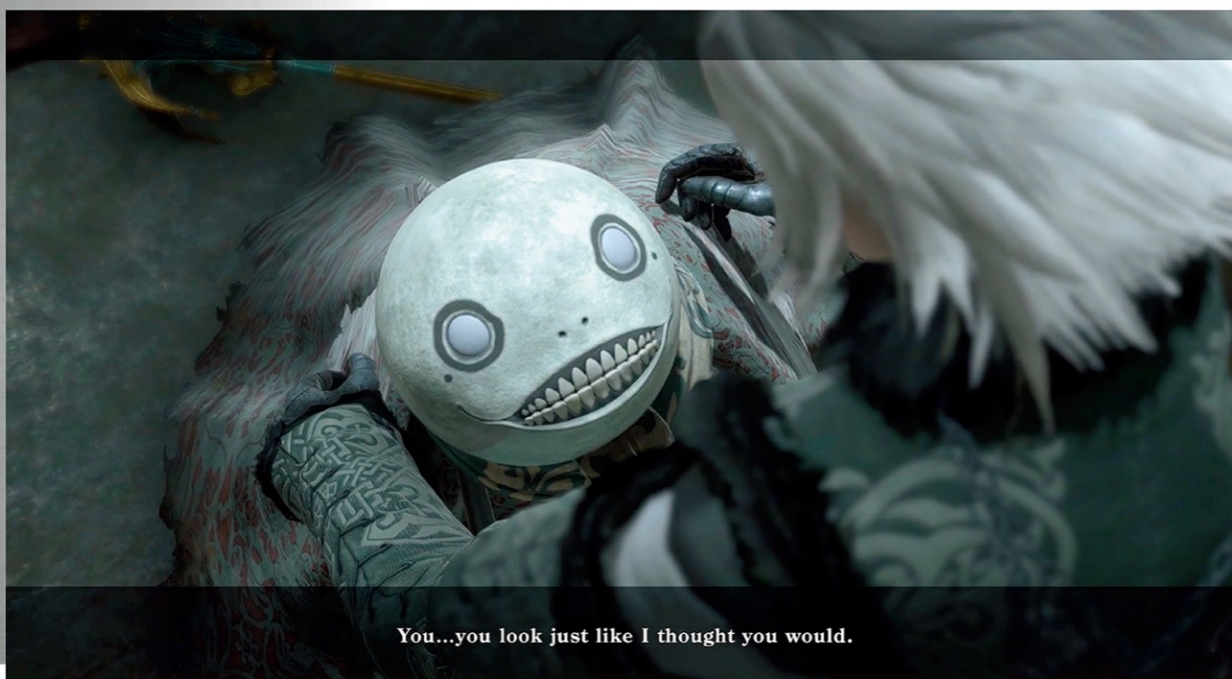
If Emil was surprised to finally lay eyes upon the rough, muscular Nier for the first time, he hides his emotions well. "I have the magic I wanted, and I can use it to bring Kainé back to us. I sure hope seeing me doesn't petrify her! ...You know? In fear?"

"I see this transformation has not stolen your terrible sense of humor," remarks Weiss. His strident tone is the only show of affection Emil needs to affirm his companions still view him as the same person he's always been.

「見ないで……ぼくを……見ないでええええっ!」

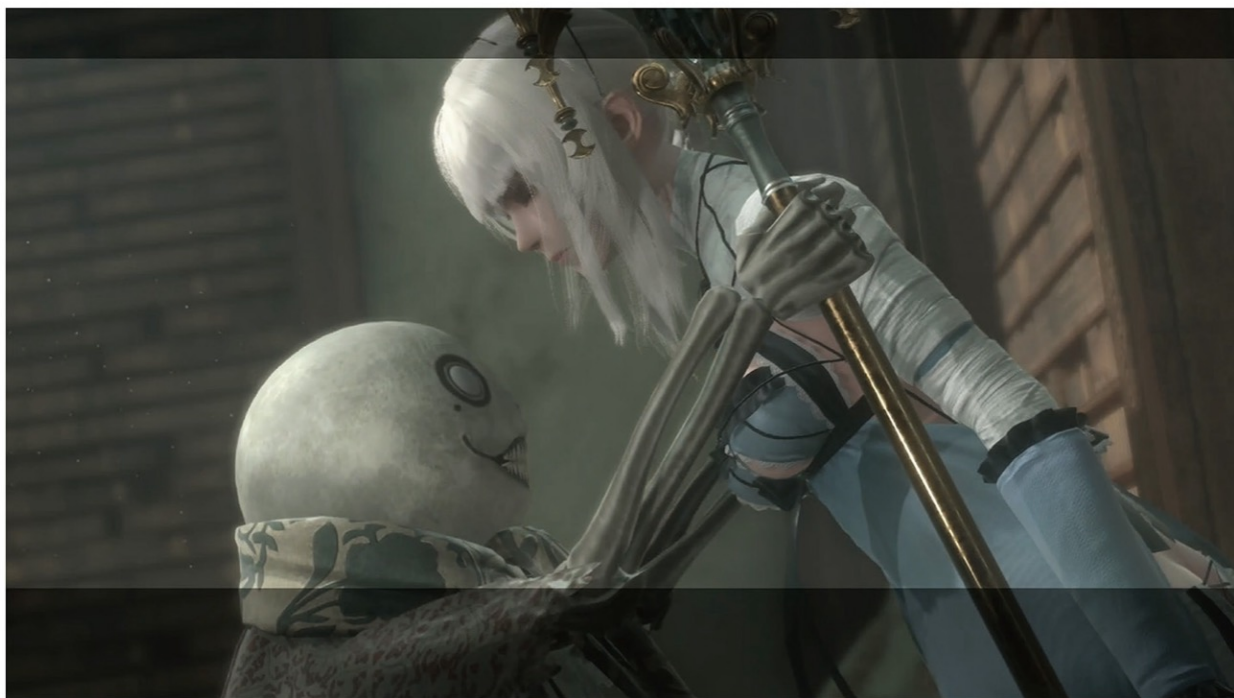


NEIN! NEIN! SEHT MICH NICHT AN!

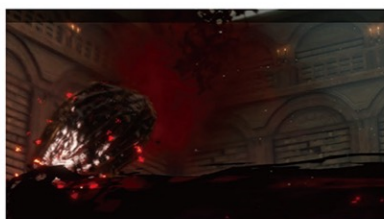
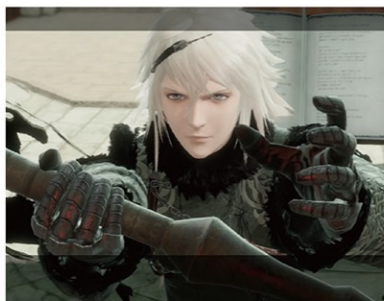
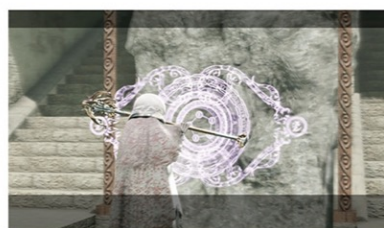
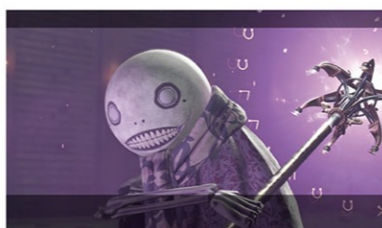


You...you look just like I thought you would.





WELCOME BACK,  
KAINÉ.



## STORY GUIDE

# The Sleeping Beauty Wakes

### NIER'S VISION

The strength of the trio's bond reverses past fates.  
The white flower in her hair is a mark of freedom.

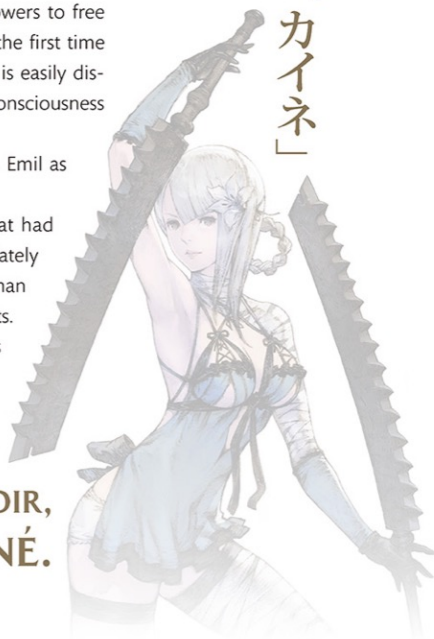
Nier's party returns to the library, where Kainé's statue still serves as a seal on the basement door. When Emil uses his new powers to free her, the Shade that had been sealed within emerges for the first time in five years. But Nier is far stronger now, and the Shade is easily dispatched. With that done, Kainé is gradually led back to consciousness by Emil's voice.

"You were the one calling me, weren't you?" Kainé asks Emil as she looks kindly at his transformed face.

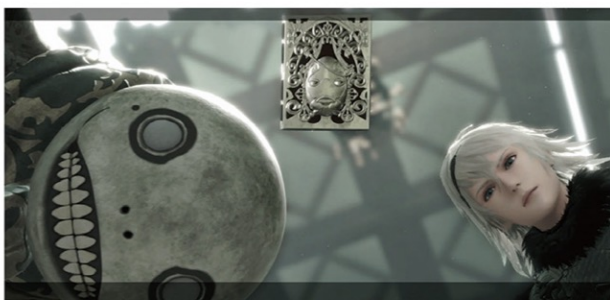
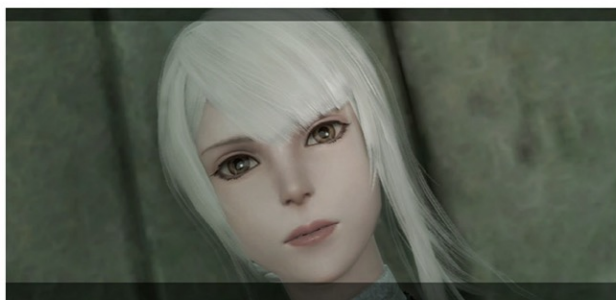
Though Nier's village is finally free of the menace that had been sealed within for the last five years, Popola immediately asks Kainé and Emil to leave, fearing that a possessed woman and a floating skeleton will not be accepted by its residents. Despite how close he is to Devola and Popola, Nier is incensed at the way they are treating his friends—but he is even more upset with himself for not having seen until now the burdens they bear.

「おかえり、カインエ」

CONTENT DE TE REVOIR,  
KAINÉ.







WILLKOMMEN  
ZURÜCK,  
KAINÉ.



## KAINÉ'S VISION

Kainé had a dream. A long, strange dream that jumbled scars she received as a child with her sadness, her anger, and her regret.

She was born with a body that was not clearly male nor female. Her parents died soon after, leaving her to be raised by her grandmother Kali. The villagers did not understand her; children threw rocks and taunts in equal measure, while the adults merely pretended not to see. Kali proved to be her only ally in this hell, and the pair eventually moved to a dilapidated house on the outskirts of town. While they lived in relative poverty, Kainé still remembers it as a happy time.

When Kainé was fifteen years old, a massive Shade named Hook attacked their humble home. Kali, already weak from old age and the Black Scrawl, was crushed to death by Hook in front of her granddaughter. When this happened, Kainé began attacking the Shade in a blind fury, only to have it claw out her left eye and tear her left arm from its socket. While on the brink of death, Kainé was saved not by a god, but by a bloodthirsty Shade who called himself Tyrann. He entered the left side of her body in an attempt to take it for himself, instantly restoring her missing parts and granting her superhuman strength and magical abilities in the process. But Kainé was able to fend off the possession through a combination of will and a desire for revenge against Hook. She then realized her situation created the perfect tool for vengeance:

a body that grew stronger with each Shade she killed. Still, Tyrann stood ever ready to complete his possession should she ever let her passion ebb—or suffer another fatal blow.

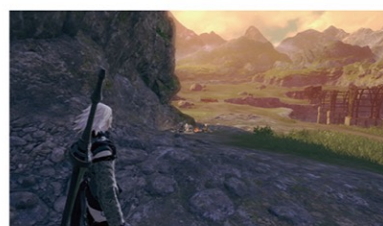
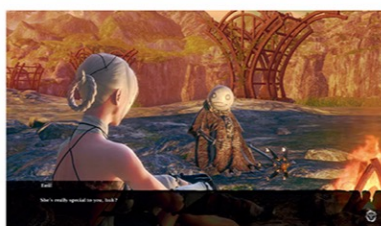
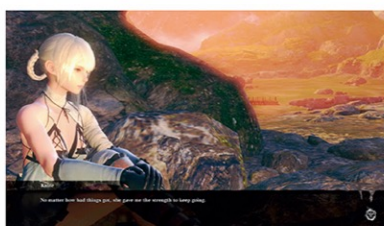
"Until then, Kainé... Kyaaa ha ha ha!"

As a result of her possession, Kainé could hear not just Tyrann, but the voices of all Shades. Though their screams tormented her at first, she managed to block them from her mind and continued to slaughter the creatures with her twin blades. The screams did not matter; all that mattered was protecting the people she cared about.

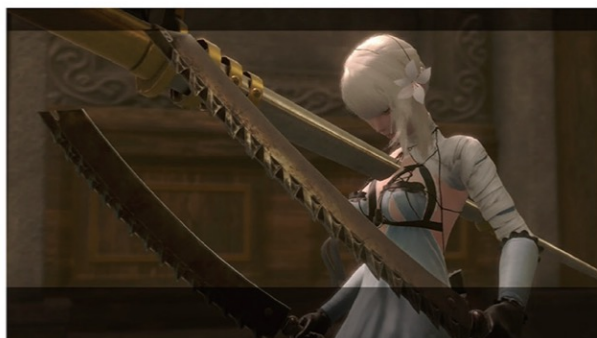
When Kainé wakes from her dream, she is in the same library as that fateful day five years prior. As Nier helps her to her feet, she has to tilt her head to see the face that was once so familiar, and realizes he has grown from a boy to a man. She gazes at him for a long, long moment. There is a flutter of something within her eyes—faint but undeniable. But Nier seems not to notice as he awkwardly withdraws an item from his bag.

"It's not as good as your grandmother's, but...I tried."

In his hand is a freshly cut Lunar Tear. The imperfectly shaped white flower was something of a mess, but after expressing her heartfelt thanks, Kainé delicately pins the present in her hair.







## STORY GUIDE

### Blu-Bird

#### NIER'S VISION

The journey to find the Shadowlord begins.  
At the brink of death, Kainé tumbles.  
A Shade bares black fangs.

Having heard from Popola that the Shadowlord is in the Lost Shrine, Nier's party races to confront him. Using the repaired canal to reach the shrine's rear entrance, they ascend its slopes and discover a swarm of small Shades behaving strangely. A moment later, the ceiling breaks and an armored Shade falls through—the same one Nier failed to slay when he came to save Yonah the first time.

Amid swinging swords and blasts of magic, the Shade's lance is knocked loose by a powerful hit from Nier. It soars through the air and pierces Kainé's chest, causing her to collapse in a pool of blood. Desperately calling her name, Nier and Emil hear her say two words in a faltering voice:

"Run... RUN!"

Kainé's body immediately transforms as it's taken over by Tyrann. The jet-black creature rampages around the room like an angry beast, all trace of Kainé's consciousness gone. After Nier and Emil manage to bring it under control with magic, Kainé returns with no indication of the huge gash that had nearly torn her in half. With the Shade defeated, the group finds a strangely shaped stone fragment resting on a nearby altar.



WE'RE ALWAYS GOING TO BE  
TOGETHER, KAINÉ.

IF YOU TRANSFORM AGAIN, WE'LL JUST STOP IT AGAIN!

AS MANY TIMES AS IT TAKES!

I DON'T CARE HOW TOUGH IT IS, WE'RE GONNA GET YOU BACK!

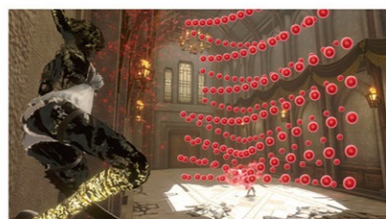
I LIKE SLEEPING OUTSIDE BECAUSE I'M WITH YOU, KAINÉ.

I'M ABLE TO IGNORE MY APPEARANCE AND KEEP GOING  
BECAUSE OF YOU.

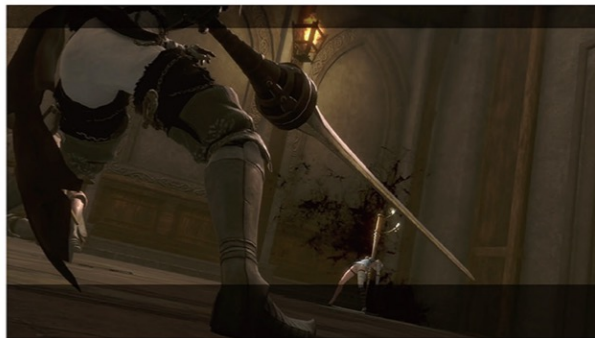
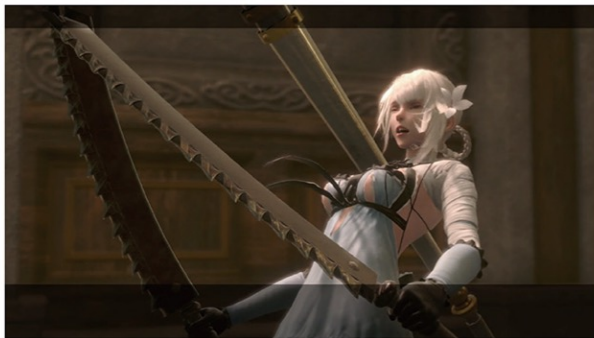
I'M WEAK, AND I'M SAD, AND I'M LONELY,  
BUT YOU MAKE ME STRONG!

YOU'RE MY FRIEND, AND I NEED YOU!

SO DON'T YOU DARE LEAVE ME!







WIR WERDEN IMMER ZUSAMMEN SEIN, KAINÉ.  
 WENN DU DICH WIEDER VERWANDELST, WERDEN WIR IHN ERNEUT AUFHALTEN! SO OFT, WIE ES SEIN MUSS!  
 IST MIR EGAL, WIE STARK ER IST, WIR WERDEN DICH ZURÜCKHOLEN!  
 ICH MAG ES, DRAUSSEN ZU SCHLAFEN, WEIL DU DA BIST, KAINÉ!  
 WEIL ES DICH GIBT, KANN ICH MEIN ÄUßERES IGNORIEREN UND WEITERLEBEN.  
 ICH BIN SCHWACH, TRAUIG UND EINSAM, ABER DU GIBST MIR KRAFT!  
 DU BIST MEINE FREUNDIN, UND ICH BRAUCHE DICH! DU DARFST MICH NICHT VERLASSEN!



## KAINÉ'S VISION

The theft of the magic tome and the loss of Gretel's brother, Hansel, left the Lost Shrine's surviving guardian deep in grief. But as time passed, Gretel was cheered and sustained by the "incomplete" Shades who lived there. However, just as life was beginning to achieve a kind of normalcy, the trespassers who had once upended their existence reappear. The Shades fight bravely to defend Gretel, showing no fear of either sunlight or death. But the trespassers mow through them like a scythe through wheat in their zeal to reach the altar.

"Aim for that statue!" one of them shouts. "It's the leader!"

Leader? Statue? Gretel is confused. "I am not their leader!" it exclaims. "It is I who rely on them! It is they who saved me! Stop hurting my friends!"

Upon hearing these words, Tyrann erupts in laughter. "Bwah hah hah! Oh, you're funny! I'm gonna start cryin' here!" He then turns his attention to Kainé, who seems troubled by the entire affair. "Hey there, Sunshine. You ain't feeling bad for this freak, are ya?"

Indeed, a pang of sympathy has left Kainé momentarily distracted, and she is unable to dodge when a lance flies at her from an unexpected direction. Her ears ringing with Tyrann's mockery, she collapses in a sea of blood. The next thing she feels is him consuming her body, just as he did on the day he restored her arm and eye.

"Kah hah hah hah! It's all over for you, Sunshine!"

The moment Kainé has long dreaded is finally here; she is becoming wholly a Shade. But then, at the risk of their own lives, her companions restore her body and consciousness. After being scolded by Emil and helped to her feet by Nier, she draws her swords and returns to the fight.

NOUS SERONS TOUJOURS ENSEMBLE, KAINÉ.  
 SI TU TE TRANSFORMES À NOUVEAU, NOUS L'ARRÊTERONS À NOUVEAU ! AUTANT DE FOIS QUE NÉCESSAIRE !  
 PEU IMPORTE LA DIFFICULTÉ, NOUS NE TE LAISSERONS PAS DISPARAÎTRE !  
 J'AIME DORMIR À LA BELLE ÉTOILE PARCE QUE JE SUIS AVEC TOI, KAINÉ.  
 C'EST GRÂCE À TOI QUE J'ARRIVE À IGNORER MON APPARENCE, À CONTINUER DE VIVRE.  
 JE SUIS FAIBLE, JE SUIS TRISTE ET JE ME SENS SEUL. MAIS TOI, TU ME DONNES DE LA FORCE !  
 TU ES MON AMIE ET J'AI BESOIN DE TOI ! NE PENSE MÊME PAS À ME LAISSER !







## STORY GUIDE

## Robot Guardian &amp; Divine Tree

LA JOIE DE SON PETIT FRÈRE DEVAIT LUI  
SUFFIRE. C'EST ÇA, ÊTRE UN GRAND FRÈRE.

## NIE R'S VISION

With clouded eyes, he crafts weapon after weapon.  
The little brother's single goal: revenge.  
Without that, he cannot live with himself.  
There is no other reason.

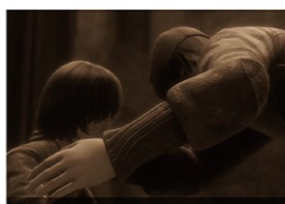
The fragment found in the Lost Shrine is part of a key needed to open the seal on the Shadowlord's castle. From what Popola is able to decipher, giant Shades in each region hold the other pieces. Despite the potential danger, Nier decides to visit all the areas indicated in the now-translated cypher.

Guided by a reference to the "Law of Robotics," their first stop is the Junk Heap. But when they reach the brothers' shop, only Gideon is there; his older brother was killed by a robot four years earlier. The surviving brother gives Nier a greatsword named Iron Will that he salvaged and begs him to avenge his brother by eliminating "that little Shade and his robot." Having lost Yonah, Nier understands all too well the pain and sadness of having a sibling torn away, and he vows to kill the Shade—as well as anyone who gets in his way.

Nier's party eventually discovers a Shade riding on a giant robot in the depths of the Junk Heap. After they slay it and recover the next fragment, Gideon races to the shattered machine and begins to kick it over and over.

"You took everything from me!" he screams between bouts of maniacal laughter. "You killed my brother! You killed my mother! If it weren't for you, they'd still be ALIVE!" But vengeance brings no salvation to his lonely, broken heart, and the party eventually abandons him to his madness.

Nier and his companions return to the Forest of Myth in search of the next fragment. Safe from the threat of the Deathdream, the villagers have returned to their daily lives, but the mayor reports a strange presence at the Divine Tree in the heart of the forest. When Nier approaches it, the tree quietly speaks to him. It then guides him to a pool of human memories at its core, where he encounters a Shade. After tracing the threads of memories and giving the Shade the names of certain important things, the creature breaks apart as if satisfied. Nier then returns to reality with a fragment in hand and bids farewell to the woods.



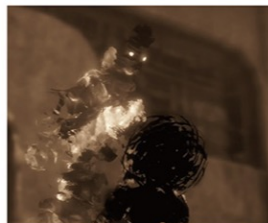
「弟が笑ってくれたり、喜んでくれるだけで、  
幸せなんだ。それが、にいちやんってやつさ」



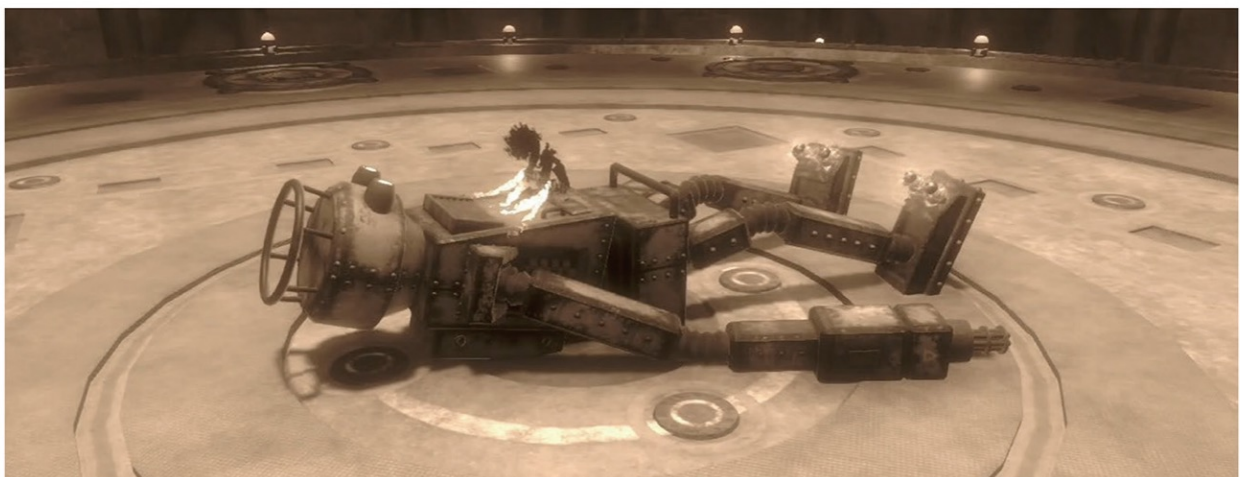




JUST MAKING HIS LITTLE BROTHER HAPPY WOULD HAVE BEEN ENOUGH. THAT'S WHAT BEING AN OLDER BROTHER IS LIKE.



NUR DEN KLEINEN GLÜCKLICH ZU MACHEN, WAR GENUG. SO IST DAS ALS GROßER BRUDER.



## KAINÉ'S VISION

Some time ago, a mother Shade and her child fled into the Junk Heap. Though they had done nothing wrong, humans were attempting to kill them merely for who they were. Ultimately, the mother Shade used herself as a decoy so the little one, who was named Kalil, could escape.

Having lost his mother, the abandoned Kalil could do nothing but cry and wander the ruins. Then he encountered a large talking robot.

"Who are you?" asked the robot.

"I'm Kalil. What's your name?"

The robot's name was P-33, but Kalil decided to call it Beepy. He helped the robot expand its vocabulary, and before long the lonely Shade and lonely robot became a less-lonely pair, which proved a fine arrangement for them both. They enjoyed walking the Junk Heap together, and while humans still occasionally found their way inside, P-33 always managed to reassure Kalil in his own clumsy way.

One day, they came upon a pair of humans just as the younger of the two made a loud noise and caused a pile of machinery to collapse, killing his older brother. It was a tragic incident all around, and a good reminder of why P-33 often warned Kalil not to make such noises.

"Maybe we should leave here and go explore the world!" suggested Kalil after some time.

P-33 considered this. "Because we...are friends."

But alas, the small, beautiful dream they share will be extinguished this day by a group of bloodthirsty marauders who are invading the Junk Heap.

"No, dammit!" cries Kainé as she swings her blades wildly, almost as if trying to erase the voices in her head. "That's a Shade... It's a Shade!"

"Kah hah hah hah hah!" responds a delighted Tyrann. "Kill him! KILL HIM! Feel the hate inside you!"

"Stop!" cries Kalil. "Beepy's my best friend in the whole world! Stop hurting him!"

While Tyrann's bloodthirsty roar reverberates through Kainé's ears, Kalil's plaintive cry pierces her heart. The party continues assaulting the robot, causing black oil to pool with blood at their feet. Overhead, the blue skies once sought by the robot and Shade are now but a distant dream.

"Beepy... I'm sorry..." moans a dying Kalil. "I'm not strong enough... I... I wanted...to be with you...forever."

"Kalil... Together..."

But the robot says no more before its motors and gears grind to a halt. Whether this happens before or after the Shade perishes is a question none of the party cares enough to even ask.





## STORY GUIDE

## The Little Mermaid

AND YET...THIS WORLD...  
THIS WORLD IS SO FULL  
OF BEAUTY...

## NIE R'S VISION

"I want to be human."

Touched by another's kindness, a Shade begins to dream.

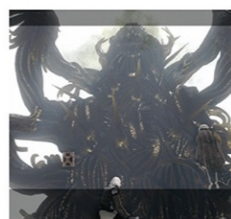
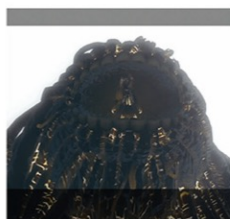
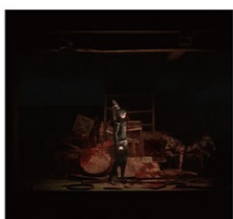
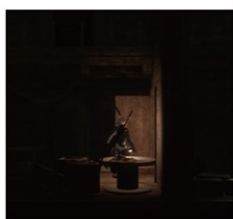
Her ungranted wish proves as ephemeral as her song.

While Popola is busy decoding the final fragment, she asks Nier to visit Seafront. The ferryman with the red bag has been missing a lot of work lately, and his wife claims he left home a week ago and hasn't returned.

Over the course of their investigation, Nier learns other residents have also gone missing—and local rumors suggest a washed-up shipwreck on the coast is involved. When Nier and his companions board the dark and rotting ship, they find signs of a young girl on board. They follow footsteps and other traces into the heart of the ship, where they discover the slaughtered corpses of the missing villagers. When the party

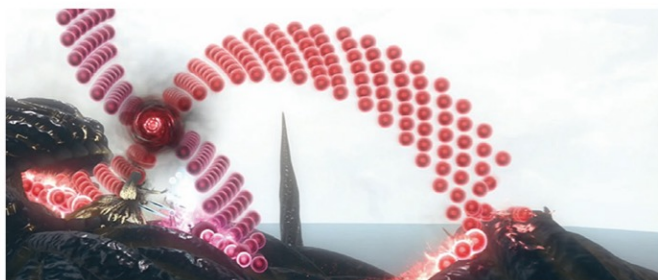
enters the final room, they spot a young girl with a red bag, as well as the postman who takes care of her. Kainé quickly realizes the young girl is actually the Shade who killed all the villagers, and the party engages her in battle. Though they are able to slay the creature in a narrow victory, its death does not lead to the return of anything that was lost.

The party leaves the ship and returns to the ferryman's wife, who pleads with Nier to tell her what happened. Should he tell the truth? Should he lie? Even as he hesitates, his mouth slowly opens of its own accord...





ET POURTANT... CE MONDE...  
CE MONDE PEUT ÊTRE SI BEAU...



「アア……コンナニモ……世界ハ綺麗ナノニ……」

## ANOTHER EPISODE

"Hey! Over here!" shouts Kainé as she holds a blade to the helpless postman's throat. "This guy's important to you, isn't he?"

Though Nier's party has been struggling to find an opening against Louise, nothing is working. But the losing battle finally turns around when the postman joins the fight. As he repeatedly strikes the Shade's leg with a piece of broken wood, Louise's attacks cease. "We can NEVER be together!" the postman cries. "You DISGUST me!" The pummeling continues, and Nier takes the opportunity to throw a black lance through Louise's heart, ending her.

A week later, as they prepare to depart the city, Kainé picks up a letter Louise had written. Tyrann asks what it says, but her only response is to tear it to shreds and walk away from the cliffs overlooking the beach.



## KAINÉ'S VISION

Though the girl calls herself Louise, that is just a name given to her by the visiting postman so he would have a way to refer to her. He'd brought food for the girl, taught her how to sing and write letters, and even contemplated adopting her. For her part, Louise wanted nothing more than to leave her ship and live with him as a human—a doomed dream that only the twins in the village could fully understand.

"You get its weakness by now, yeah, Sunshine?" whispers Tyrann in the midst of their heated battle. Kainé does indeed get it: the weakness is the girl-shaped appendage inside the Shade's mouth. Once they knock the beast down and Nier buries his blade in the appendage, screams of grief reverberate throughout the bay.

"Why do you try to stop me!?" she wails. "All I want is to be with him!" Moments later, the Shade dissolves like bubbles under the light of the sun.

Several days later, Kainé encounters the postman staring blankly at the sea and gives him a letter Louise had written to him. The writing is nearly illegible, and the text consists of but a single phrase written over and over again:

"Thank you."

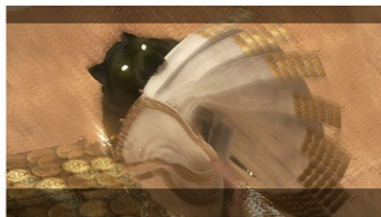
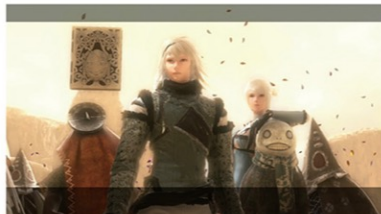
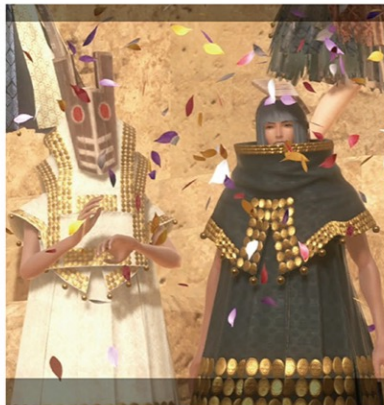
Kainé watches silently as tears roll down the postman's cheeks.



This guy's important to you...isn't he?

UND DOCH ...  
IST DIESE WELT ...  
IST DIESE WELT SO VOLL  
VON SCHÖNHEIT ...





## STORY GUIDE

# The Desert Wolves

## NIER'S VISION

Dreams of a king. Dreams of a wolf.  
Disparate desires collide in a cascade of hate.

Nier returns home to find a letter in his mailbox inviting him and his friends to the King of Facade's wedding. Upon arriving in the city, the group discovers the bride is none other than Fyra. Though they're all pleased by the festivities, Emil is especially thrilled to be there.

"I'm kinda jealous!" he says. "Aren't you jealous, Kainé?"

"Meh."

Despite her grunting, even the brusque Kainé seems to be enjoying the lavish event. But just as the happy couple emerges for the first time, a wolf pack strikes the town and its Shade leader disembowels the bride. Nier and his companions draw their weapons and drive off the attackers, but the damage is done. The king kneels next to Fyra—her once-resplendent gown now stained a deep crimson—and listens as she whispers her final words:

"Thank you for making...someone like me...your bride."

Having just become queen, Fyra is finally free of the rule that barred her from speaking. But all she manages to say before dying is an expres-

WE WERE GOING TO TRAVEL.  
TO SEE NEW THINGS.  
TO BE TOGETHER.  
WE WERE GOING TO BE TOGETHER FOREVER.  
WE PROMISED EACH OTHER!

sion of gratitude and advice to her king.

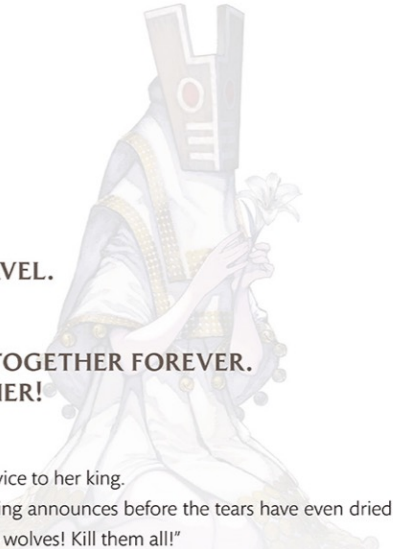
"They must die!" the king announces before the tears have even dried from his cheeks. "Kill the wolves! Kill them all!"

Nier, Kainé, and Emil pledge their immediate support to his cause. But when they reach the den of wolves, they find the Shade leader and his sizable pack have been anticipating their counterattack. Nier sweeps away the wolves who are focusing their attacks upon the king, then delivers a powerful blow to the considerably larger leader.

"Horrid beast!" cries the king. "Die! We cannot know peace so long as you draw breath! This is for my people! And our fallen! And for Fyra!"

His spear pierces the wolf, who dies with a faint whimper, leaving a stone fragment behind. Later, at a tomb built for Fyra in the middle of the desert, the king sheds quiet tears. *Why must we lose the ones we love?* he asks himself. *Why?*

From that day forth, the king's hatred for Shades grows to eclipse even that of Nier's.







What have we done to deserve...such a fate?

NOUS DEVIONS VOYAGER... EXPLORER LE MONDE... ÊTRE ENSEMBLE.  
NOUS ÉTIIONS CENSÉS VIVRE ENSEMBLE POUR L'ÉTERNITÉ.  
NOUS NOUS EN ÉTIIONS FAIT LA PROMESSE !



WIR WOLLTEN GEMEINSAM REISEN.  
WOLLTEN NEUE DINGE SEHEN. WOLLTEN ZUSAMMEN SEIN.  
WIR WOLLTEN FÜR IMMER ZUSAMMENBLEIBEN.  
WIR HABEN ES EINANDER VERSPROCHEN!

「我と一緒に旅をするって、歌を歌おうって、  
これからはずっと一緒にいようって……約束したじゃないかっ！」



Thank you for being my friend.

## KAINÉ'S VISION

The wolves were enraged, for the actions of foolish humans had caused the desert to consume their beloved forest. Yet even after their trees were gone and their water a distant memory, the pack leader still had faith in man. So while his wolves would quarrel with humans over sustenance at times, he strove to ensure they caused no more strife than necessary.

But then the humans embarked upon a series of large-scale wolf hunts merely to ensure the king's wedding would not be disrupted. *What have we done to earn such wrath!?* the pack leader wondered. One by one his charges were caught in traps and killed, despite doing nothing but taking what they needed to survive—an action that was only necessary because the humans destroyed their previous home.

Finally, the wolves could take no more, and any who could fight devoted themselves to the quest for revenge. *I have been a fool to believe we could coexist*, thought the pack leader as he choked down bitter regrets. *And now that we have killed their queen, the humans will retaliate in kind. Any chance we had for peace has been lost.*

The King of Facade screams that there can be no peace. He screams just as we did.

Pierced by a large spear, twitching on ground that had once been a beautiful forest, the pack leader returns to a memory from long ago; one from a distant past, before he became a Shade.

"I have already lived for far too long. But you must endure."

Ah. His grandfather's voice. They had been so happy together, but the old man told him they must part ways in order for the wolf to live a long, full life. It broke the wolf's heart to bid farewell to the human he loved so much, but he had been unable to put his emotions into words.

"Go. Live. And think of me now and again. Thank you for being my friend."

The wolf thought he would live enough for the both of them—and he swore to remember his grandfather always. So he tried to get along with humans as he had before, and thought of his grandfather often so he might not forget—because the old man had meant everything.

Grandfather.

Grandfather.

"Grand...father..."

The proud wolf's last words roll onto a sea of sand, where a dry wind whisks them off to oblivion.



## STORY GUIDE

# A Village No More

## C'EST VOUS, LES MONSTRES !

### NIER'S VISION

As Shade after Shade sheds its human form, a perilous equilibrium collapses in a torrent of blood.

When Nier returns home, Popola gives him a letter from the chief of The Aerie. In it, he claims they will soon be reopening their trade lines. Curious at the change of heart befalling the once gloomy town, Nier's group pays it a visit and discovers a lively public market is indeed being held. But something about the situation feels off, and this intuition is quickly proven correct when numerous villagers transform into Shades and attack.

Having seen through the Shades' false forms, the party begins to mercilessly slaughter them. Though they believe they are defending the villagers, the residents react to their actions with contempt and sorrow, treating the would-be heroes as mass murderers.

"You people are the monsters here!" cries a young boy. Kainé is stunned by his words, and in her confusion, a Shade appears and cuts her down. But before Nier and Emil can help her, a massive sphere of swirling darkness appears in the center of town.

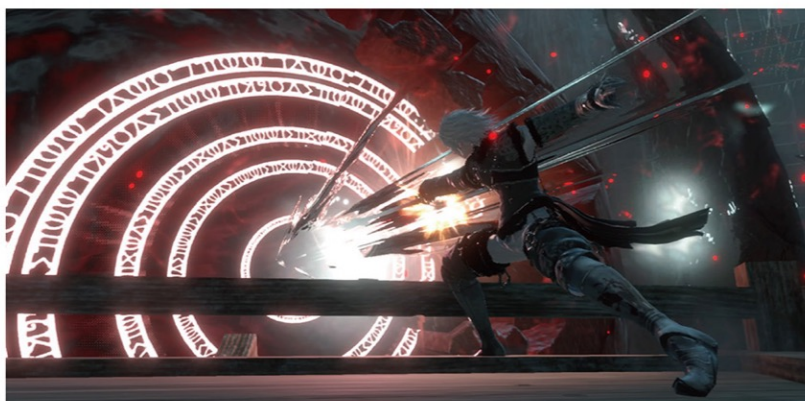
"By my pages..." murmurs Weiss. "Is this beast a Shade as well?"

"That thing sucked up the villagers..." says a horrified Nier.

The massive presence flourishes its dark petals like a flower in bloom. Eventually, Nier and Emil manage to use their own magic to cancel out that of the presence, but it comes at a terrible cost...

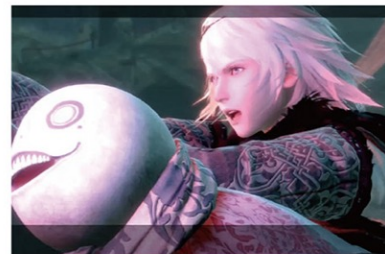
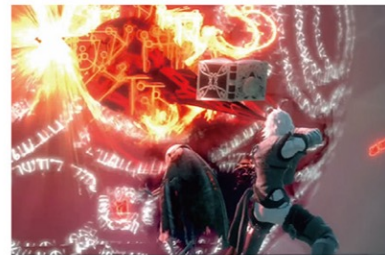
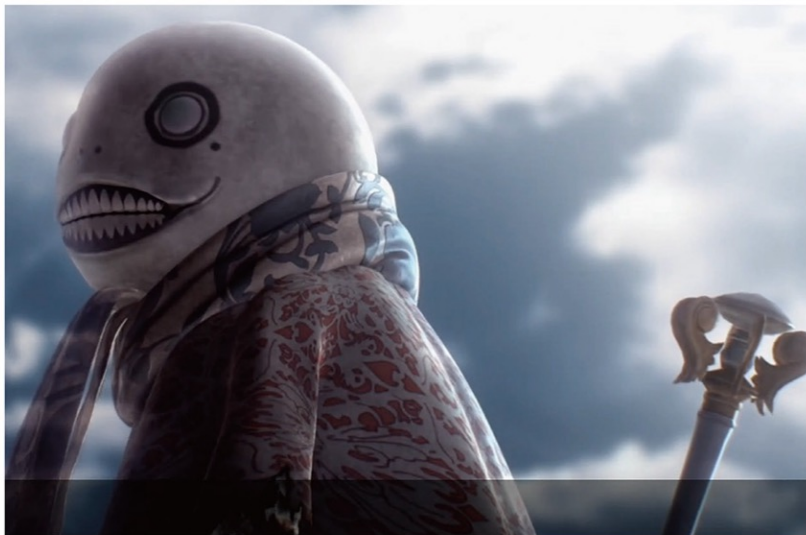
"Emil, wait!" cries Weiss. But alas, his words fail to reach the boy. As a result of releasing so much magical power, Emil's consciousness becomes disengaged from his body, and he begins unleashing the full power of the ultimate weapon he was designed to be. His barrage of attacks continues without pause until all enemies in the area are eliminated, destroying The Aerie in the process. When Emil regains consciousness and sees what he has done, he begins to sob—despite the fact his friends would be no more had he not acted.

"Don't look back," says Nier. It isn't clear if he says it to Emil or himself. Either way, the group has acquired a new fragment, and now has little choice but to continue along the bloody path they have forged.



YOU PEOPLE ARE THE MONSTERS HERE!





「おまえ達こそ、バケモノじゃないのかっ!？」

IHR LEUTE SEID DIE WAHREN  
**MONSTER!**



## KAINÉ'S VISION

When Kainé goes to see what is keeping Nier and Emil, she finds The Aerie swarming with Shades.

"A carnival of murder?" cries Tyrann. "I love it! Kah hah hah hah!"

Emil announces that the villagers have become possessed, but while Kainé has her doubts, she doesn't have time to determine the truth. Trying as carefully as she can to distinguish between Shades, Shades masquerading as people, and actual humans, she turns her blades against the waves of attackers. But her convictions are shaken when she tells a sobbing boy that his sister has become a Shade, and he responds that he doesn't care because he loves her. Kainé is so stunned by this, she feels as though blood is going to erupt from her heart. As she hesitates, the boy's sister, who she'd slain earlier, rises to new life as a Shade and strikes at Kainé with her sword—yet Kainé finds herself unable to fight back.

"Why have you done this!?" yells a Shade. "We just wanted to live our lives in peace!"

The Shade had been crying and shouting that they did not deserve such a fate. Kainé herself had been abused and disdained for being possessed by a Shade, yet still strove to live as a human and protect the people of The Aerie. How many times had she been the one crying about an undeserved fate?

Why? Why? Why?!

"Aw, the little vixen has finally run out of steam," says Tyrann as her consciousness drifts farther away. "Is it my turn now? Are you suuure about that, Sunshine?"

How strange that the Shade who had been trying for so long to possess her would hesitate at this, the perfect opportunity. Though Kainé can hear Emil's voice in the distance, she continues to let herself fade—until her reverie is interrupted once more by Tyrann.

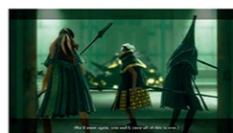
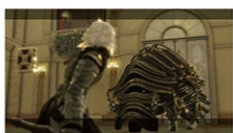
"Ah, fuck! This ain't good, Sunshine!"

Kainé slowly opens her eyes and sees light. Massive amounts of light. Light which is enveloping the village that raised her, hurt her, and rejected her. After gazing at the sight for a moment, her consciousness flees once more. When she awakens later in Nier's arms, she stares, dumbfounded, at an empty space in the valley where the village once stood.

"Don't look back," he says, and she takes the advice to heart. For if she turns around, there will be nothing there. No one to avenge herself against. No grandmother to care for her. No home to return to. Just...nothing.

What is Tyrann's game here? she wonders. He mended the wounds on her body as he always did, but inside she hears only silence.





## STORY GUIDE

# A Final Journey & Last Words

ARRÊTER ? ARRÊTER ? TU VEUX QUE J'ARRÊTE ?  
PERSONNE NE VA ARRÊTER !  
IL EST TROP TARD POUR ARRÊTER !

## NIER'S VISION

The world's truths are laid bare in the Shadowlord's castle. Nier loses those he cares for in pursuit of the one he loves most.

A beautiful garden stretches out within the Lost Shrine. Birds posit riddles in disturbing voices, but they pose no problem for Grimoire Weiss.

"I answer: Because of a black disease.

I answer: By separating body from soul.

I answer: They are placed in their corresponding shells."

Before Nier can begin to decipher Weiss's words, Devola and Popola appear to block their way—and that is only the beginning of the madness. The twins blast them with magic. They encounter a ballroom dance for Shades. A giant boar returns to life time and again. Grimoire Weiss loses his voice. The Masked People of Facade come to their rescue, and the king's joyous self disappears behind a thick door. And on. And on. And on.

At the end of their desperate push through the castle, they find Devola and Popola waiting for them once more—and at this point, the twins finally explain the truth.

"All of us, every person standing in this room, are mere shells created by the true humans."

The twins explain how 1,400 years ago, humanity staked its existence on the creation of Project Gestalt and the Replicant System. Nier and his

companions are false humans created to house human souls, and the Shades they have been slaughtering left and right are what remain of the true humans. And, they say, it is time for Nier's body to be returned to its rightful owner.

A fierce battle then begins, and at its end, Nier lays Devola low. As a weeping Popola cradles the body of her sister, Nier suggests they stop, a word that drives Popola into a frenzy of despair. She unleashes all of her remaining power in a final attack, but Emil transports his friends out of the castle, staying behind in an attempt to contain the destruction. After curling into a ball and beginning to cry, Emil is sucked into a collapsing vacuum and disappears.

*Who are we? What is this battle even about?*

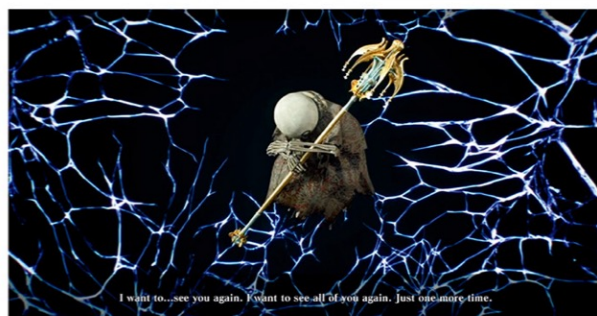
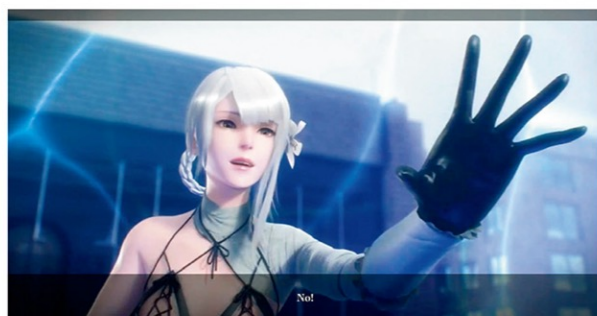
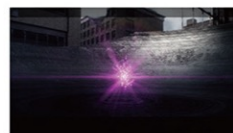
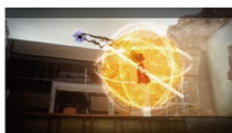
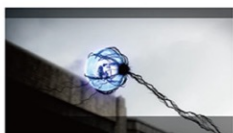
As Nier cowers on the floor questioning all he has ever known, Kainé storms over, kicks him out of his stupor, and yanks him to his feet.

"...Let's go."

"...Yeah."

With a trembling hand, Nier opens the door and steps forward to reclaim what he loves most.

「やめよう？ やめよう？ やめようって？ もう遅エンだよッ！ 何もかもッ」





## KAINÉ'S VISION

The small round objects are newborn Shade babies, their voices sounding strangely like laughter to Nier and his friends. When a giant Shade in the shape of a boar makes Kainé question herself, Tyrann uses it as an attempt to rile her up.

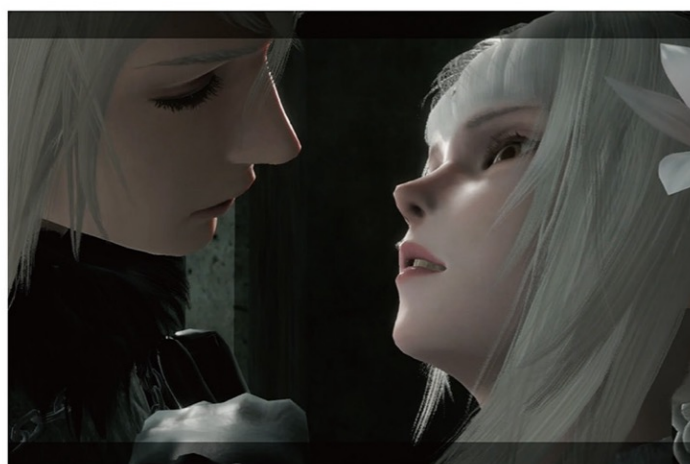
"Maybe you shouldn't have killed her friends! Look at her! So full of scorn and hate! She's just like you, Sunshine! Kah hah hah hah hah!"

But Kainé is beginning to show the strength that comes from having discovered her convictions. "Like you're any different," she whispers as blood drips from her twin swords. "Hate is just another crutch for you. You're in pain. You're lonely. No one likes you. So you try to hide it under violence and hate."

"I'm not like that at all!" screams Tyrann. Kainé can tell she's upset him; her left arm is seething so much it causes physical pain. Her left eyeball is hot as well—surely that was also Tyrann. It couldn't possibly be because she's holding back tears.



AUFHÖREN? AUFHÖREN? DU WILLST, DASS ICH AUFHÖRE?  
NIEMAND HÖRT AUF! ES IST VIEL ZU SPÄT UM AUFZUHÖREN!



**STOP? STOP? NOW YOU WANT TO STOP?  
NO ONE STOPS! IT'S WAY TOO LATE  
TO STOP!**

After losing Emil, Kainé and Nier charge into the passage that connects to the highest floor. Once there, Nier doubles over and makes no attempt to get up again. The spectacle fills Kainé with a surge of emotion that isn't quite anger, but also isn't sorrow. Almost without realizing it, she storms over to him and lifts him off the ground with a swift kick to the midsection, then grabs his limp body and slams it against a wall. She pulls back her fist to punch him in the face, but manages to regain control just in time. Seemingly dismayed over own behavior, she suddenly steps away. A warm, quiet feeling had just flown through her—one she lacks the words to express or explain.

Meanwhile, the standoff between the King of Facade and the undying Shade boar continues. Finally, the tusks of the charging boar pierce the king's abdomen at the same moment his spear punches through the top of its skull. The Shades, who had gathered themselves into a boar to protect their young, finally break apart and disintegrate into clouds of mist. And after calling out to his beloved one last time, the proud and honest king quietly breathes his last.





## ENDING A

### Nier and Yonah

"Please, just...just stop. I don't...want to do this anymore. I don't need someone else's body. I don't want it."

After killing Devola and Popola, Nier and Kainé finally reach the top of the castle. In its final room, Nier destroys Grimoire Noir and brings the Shadowlord to his knees. But the Yonah who runs to his enemy's side is not the sister Nier once knew. As she abandons the Shadowlord and stumbles to a window on shaky legs, the creature reaches out a desperate hand to stop her—but he can do nothing but watch as she exposes herself to the sunlight, causing the black Shade inside to drift away on the breeze.

"Hurry!" Kainé shouts. "The Shade that possessed her is gone!"

The Shadowlord wails in anguish and redoubles his attack. To help Nier strike the killing blow, Grimoire Weiss sacrifices what remains of himself in order to immobilize their foe, leaving him with these words: "Only you can see this battle to its conclusion. I wish you luck...my friend."

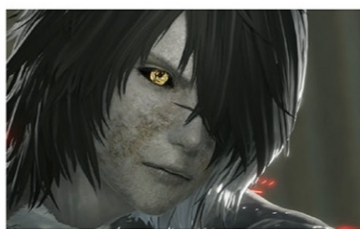
With Weiss gone, Nier loses his magical powers. But after running through the king of the Shades with his blade, Nier wavers at striking the final blow. For was this man not just like him: a person who merely yearned for a normal life?

Finally, he manages to banish his doubts and bring down the blade, dispatching the Shadowlord as he had so many Shades before. As he runs to his Yonah, her eyes flutter open. Although her body has grown, her consciousness remains its former youthful self, and she smiles at Nier like a princess from a fairy tale. As the happy siblings reunite, Kainé turns from the scene and begins to leave. Nier is about to stop her, but Yonah pulls his attention back to the view outside instead.

"Hey, look!" she says. "It's beautiful."

The reunited siblings then take each other's hands and walk out into a world bathed in light.

「ごめんね。ごめんね。おにいちゃん……ごめんね」



I...I'M REALLY SORRY. I JUST... I DON'T KNOW WHAT TO... I'M SO VERY SORRY.



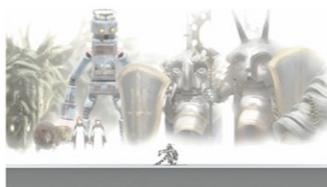
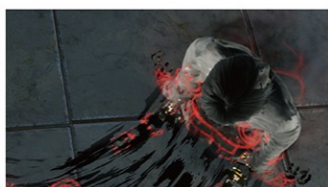
JE... JE SUIS DÉSOLÉE. JE... JE NE SAIS PAS QUOI... JE SUIS TELLEMENT DÉSOLÉE.



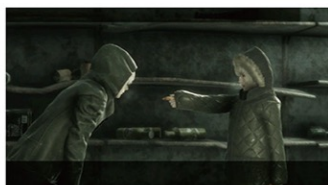
ES ... ES TUT MIR LEID. ICH ... ICH WEIß EINFACH NICHT, WAS ICH ...



「ずっといっしょにいてくれて……ありがとう」



THANKS FOR ALWAYS BEING THERE  
FOR ME.



MERCI D'AVOIR TOUJOURS ÉTÉ LÀ POUR MOI.



DANKE, DASS DU IMMER FÜR MICH DA BIST.



## ENDING B

### Gestalt

The being within Replicant Yonah's body is its original owner: Yonah's Gestalt, and the Shadowlord's sister. Since she entered a body that already possessed sentience, Gestalt Yonah knows everything that had been in Replicant Yonah's heart—and she chooses to expose herself to sunlight and end her life so the body might be returned.

"Yonah... I cannot live...in a world without you..."

The Shadowlord—the Gestalt version of Nier—had intended to reclaim his and Yonah's bodies so they might be reborn as full humans, but his dream ended with a descent into despair and ultimately death. Indeed, the Shadowlord who now weeps on his hands and knees over his failure is the same young boy who forged a pact with Grimoire Noir in 21st-century Shinjuku. The same boy who escaped and hid with Yonah in a supermarket. The same boy who split a single cookie with his sister. And all he ever wanted was for them to share a moment's peace together.

Devola and Popola then appear in his mind, along with all the Shades, robots, and androids who were meant to help him complete Project Gestalt during the centuries he lived as their king. As the image turns white and drifts away, Yonah runs up beside him and flashes her innocent smile.

"Thanks for always being there for me," she says. And perhaps it is these words that finally set him free.

Meanwhile, somewhere far away...

From high overhead, a sphere plummets to the ground. The strange object bounces happily before rolling off to parts unknown. It is but the beginning of a long, strange journey for the sphere...but that is a story for another day.







「ずっと、いっしょだ」

## ENDING C

### A Last Kiss

With the Shadowlord slain, Kainé attempts to leave the happy siblings behind. But her body has taken repeated and serious wounds, and is now almost completely corrupted by Tyrann, to the point where the Shade admits he can hold himself back no longer.

It is as if her will and Tyrann's have both been painted over with something darker—and now that Kainé is at the brink of fully transitioning into a Shade, no force in the world can stop it. Moments away from going berserk, Kainé relays her final request to Nier.

"I want you...to kill me."

As Nier plunges his sword into Kainé's chest, she disappears in a gentle burst of black mist. But just before her body disintegrates, Nier gently kisses her and says, "Kainé, let's go home."

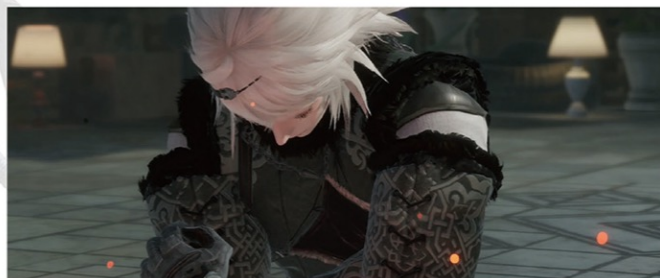
Finally free from the body she so despised, as well as her memories and pain, Kainé leaves behind the white Lunar Tear she wore in her hair, along with her heartfelt gratitude. As the world is enveloped in light, the flower continues to shine faintly within Nier's hand.

"Thank you."



WE'LL ALWAYS  
BE TOGETHER.

NOUS SERONS  
TOUJOURS ENSEMBLE.



WIR WERDEN IMMER ZUSAMMEN SEIN.

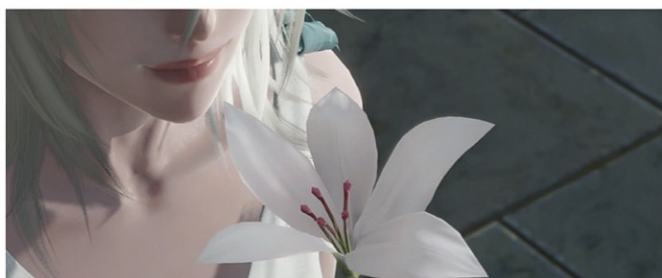
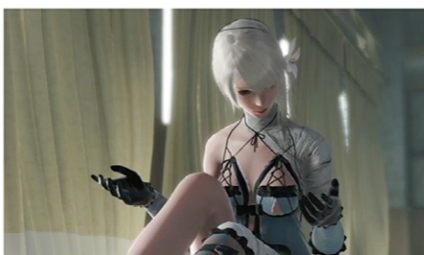




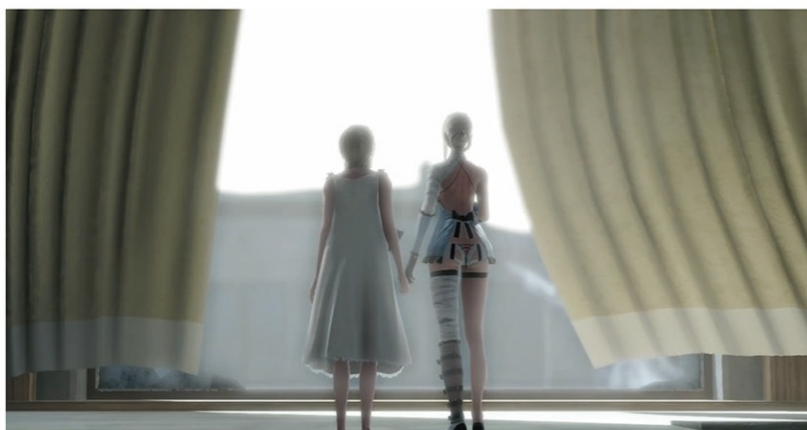
IT'S LIKE I JUST FOUND SOMETHING SPECIAL. SOMETHING VERY SPECIAL.

「何か大切なモノを……もらった  
気がするんだ。とても大切な、何  
かを……」

C'EST COMME SI JE VENAIS  
DE TROUVER QUELQUE  
CHOSE DE SPÉCIAL.  
QUELQUE CHOSE D'UNIQUE.



ES IST, ALS OB ICH GERADE ETWAS BESONDERES  
GEFUNDEN HÄTTE. ETWAS GANZ BESONDERES.



## ENDING D

### Final Reward

Kainé awakens to find a lovely young girl beside her. "It was you," says the girl. "The one who helped me, I mean... Wasn't it?"

The gratitude is plain in the girl's smile—and little surprise, seeing how Kainé defeated the Shadowlord. As Kainé stares at this new acquaintance, the girl picks up the Lunar Tear that had fallen to the floor and hands it back to her. It is then she first notices her own tears.

"Are you crying?" the girl asks.

"Um...yeah. I guess I am."

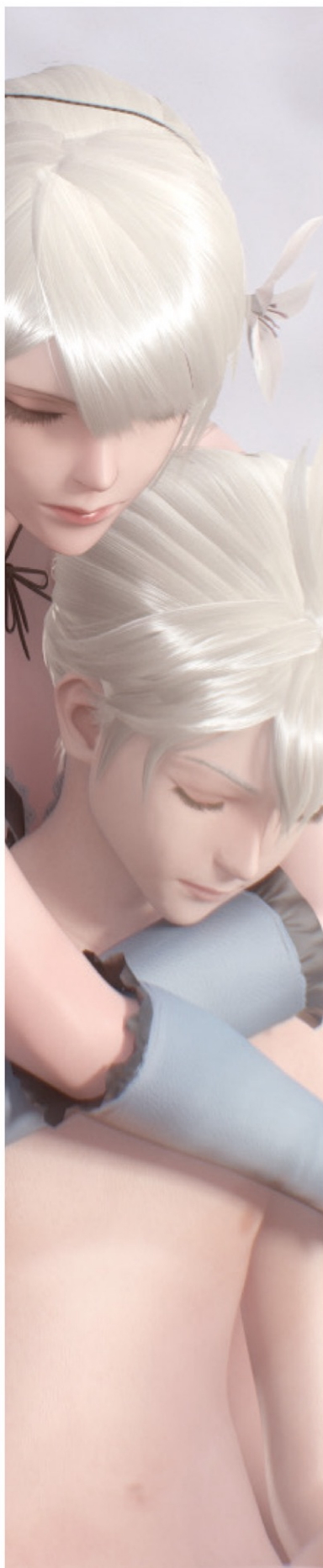
Kainé feels a memory flutter within her heart, as well as the sensation of a white wave washing over her. But when she pulls the image closer, she realizes nothing is there at all.

Absolutely nothing.

And yet...

"It's like I just found something special," she says as she looks out the window at countless beams of light. "Something very special."





## ENDING E The Lost World

Kainé wakes from a nightmare. It's one she's had countless times before, a dream where she is beset by a pain and sadness she cannot shake. She whispers a profanity as she wipes away tears shed in sleep. How many times has she had that dream? Three years have passed since she won her battle against the Shadowlord and saved the girl, Yonah—and ever since, she's found herself crying without understanding why.

"Guess I'll go kill some shit," she mutters as she stands. At least she won't have to think about it while she's out murdering Shades. She grabs her sword and heads to the Northern Plains, where she quickly discovers a guard under attack. After she berates him for risking a journey when there have been so many Shades out lately, he explains they've lost contact with the Forest of Myth. But while someone needs to go see what happened, Kainé can tell he's clearly not the man for the job.

When she arrives at the Forest of Myth in the guard's stead, she discovers two disturbing sights: the slaughtered bodies of the village's residents, and robots streaming out of the giant tree at the forest's heart. "What are those things doing here?" she wonders aloud. "Wait, did they kill the villagers!?"

Kainé advances deeper into the heart of the forest, reducing every robot who attacks her to scrap. Before long, she hears a pair of mysterious voices.



"Welcome to the sea of humanity," says one.

"Welcome to the cemetery of sin and punishment," says the other.

The voices seem to know who she is, but who are they, and where are they coming from? A now thoroughly annoyed Kainé presses on to find the answers.

"This is an integrated information-management database designed to resemble a perennial plant."

"It transmits phenomena recorded in its memory unit."

As the voices prattle on with their indecipherable nonsense and claim to be "recording her data," Kainé swears to cut them down the moment they show their faces. But when they finally reveal themselves, the speakers turn out to be a pair of young twins who don't appear to be living beings. As soon as they open their mouths to speak, however, Kainé cuts through them without a word, just as she vowed she would—but her attack does nothing at all.

"We won't get anywhere like this," says the female twin. "Now then. Let us fight."

The forest's administrators (as they call themselves) effortlessly return to life and begin generating giant robots to attack her. But no robot of any size poses a threat to Kainé, and after dispatching them, she follows the twins' invitation to proceed deeper into the tree.

"You are strong," one of the twins declares when Kainé reaches a new area. "We have taken the liberty of sampling that strength." With that, the twins unleash an army of robotic Kainé clones. The foes are her equal in ability, and each time she cuts one down, another appears. Little by little, she feels her strength begin to fade, until suddenly she hears a familiar voice:

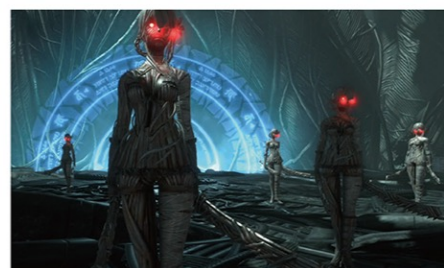
"Kainé! Are you okay?"

With that, Emil appears to save the day. There is no time to ruminate on the unexpected reunion, so the pair sets to work finding a way out of the twins' trap. But fighting alongside Emil causes a new question to rise in Kainé: *Didn't we have another battlefield companion?*

As if in reply, the voices of the twins echo through the underground chamber:

"Beyond here lies that which was lost."

"The final hope—for you to reclaim."





The central chamber that spreads out before Kainé and Emil strongly resembles the Shadowlord's castle they had infiltrated years ago.

"Kainé, I..." begins Emil. "I feel like I've forgotten something really important."

"Tell me about it," she responds.

While the two share a sense of loss, neither can remember why. Setting that aside, they enter the chamber and discover a white cube called the "core frame of the forest," which contains all manner of information about the world. The twins then tell Kainé that the lost memories she seeks can be found within before doubling down on their confusing speech.

"Would you two shitsacks PLEASE shut up?!" Kainé growls. Finally, she decides to ignore them and attack the cube instead. As she does, a familiar voice cries out, "You don't get to decide who lives and who dies!" It's the same voice from her dreams, yet she still can't recall who it belongs to. But as Kainé continues to pummel the cube, she is suddenly pulled into another place.

"This is your world," the twins say together.

"Sweet memories from deep within."

"Bitter memories that were sealed away."

Kainé begins attacking a black box that appears before her, causing an army of the Shades she's battled over her life to appear. Even their voices, which she hasn't shared with anyone, have been re-created perfectly. Finally, her worst memory returns: the Shade who killed her grandmother stands before her.

"I'll kill you as many times as it takes, you goddamn, shit-fucking despicable piece of garbage!"

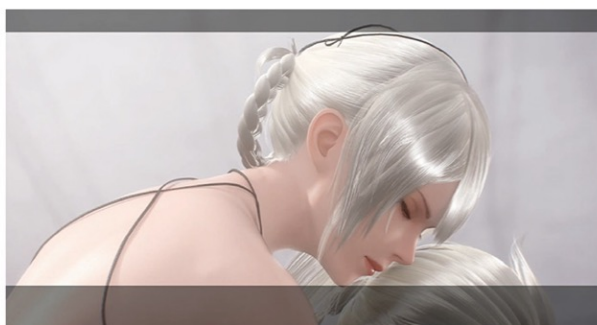
In addition to facing an even mightier version of her nemesis, illusions repeatedly appear around her. With every hit, more of Kainé's consciousness seems to be swallowed in a sea of remembrance, and she finds herself beset by despair and regret. Just when it seems she's about to lose sight of what she has been fighting for, she hears a voice. It infuriates and irritates her—yet at the same time—is somehow nostalgic and warm.

"Do hurry back now...hussy."

*That's right, she realizes. There was another I traveled with. And I've been fighting to get him back!*

"His sword" once more, Kainé and Grimoire Weiss fight off the nightmares together. She understands now: All of this was to get him back.

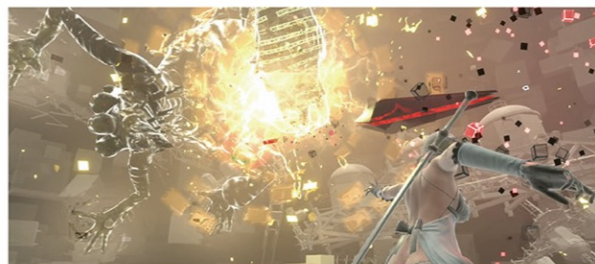
Light without end envelops her. With the battle over, a massive white flower blooms over the land. Emil stands watch as Kainé sits atop it with something very special cradled in her arms.



「あれから3年経った今も、  
あの日の疑問に答えを出せずにいた。」



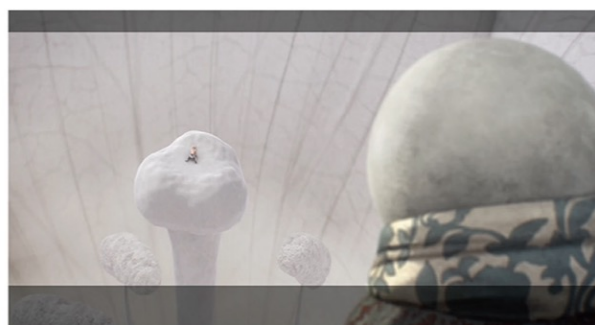
THREE YEARS HAVE PASSED,  
AND I STILL HAVEN'T FOUND THE  
ANSWER TO THAT QUESTION.



DREI JAHRE SPÄTER, UND NOCH IMMER  
HABE ICH KEINE ANTWORT DARAUF.



TROIS ANS PLUS TARD, JE N'AI TOUJOURS PAS  
LA RÉPONSE À CETTE QUESTION.





## THE ABYSS OF NIER—PART 2

A deeper, spoiler-filled dive that reveals various details about the game's major and minor characters!

### ● EMIL, EXPERIMENTAL WEAPON NUMBER 7

VA: Mai Kadowaki / Julie Ann Taylor

Project Snow White set out to create weapons that could defeat Legion—those who have gone berserk due to white chlorination syndrome. Emil, a.k.a. Experimental Weapon Number 7, was the seventh model created through human experimentation. As the greatest powers the scientists could achieve had already been bestowed on Experimental Weapon Number 6, Number 7 was given petrifying eyes that could turn Number 6 to stone if it became necessary. However, Number 7 wasn't able to control his power and soon began unleashing it on anything and everything he saw.

To keep his ability in check, Emil lives his life with his eyes perpetually blindfolded. While he denigrates himself over his situation, Nier and Kainé accept him without reservation, an act that earns his unconditional trust. The feelings he holds for Nier also include some measure of romantic love, although Nier never becomes aware of this. Unbeknownst to Emil, Kainé quickly realizes the depth of his feelings, which becomes a source of stress as she finds herself similarly attracted to their companion.

After absorbing the powers of Number 6, Emil gains access to powerful magic and the ability to control his petrification. But he also transforms into a hideous skeletal form—one with enough vitality to survive as a disembodied head.

Emil was named after Ludwig Emil Grimm, the younger of the Brothers Grimm, due to his connection to Snow White. (He was originally named "Snow" at the start of development.)

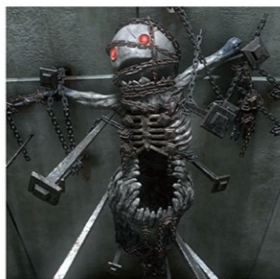


### ● HALUA, EXPERIMENTAL WEAPON NUMBER 6

VA: Ayaka Suwa / Lizzie Freeman

Emil's sister, Halua, is a cute young girl who resembles Emil and has always looked after him. When she is transformed into Experimental Weapon Number 6, the scientists leave her human soul intact, which causes her to go berserk. Unable to repress the incredible power of her magic, the researchers decide to turn her brother, Emil, into a countermeasure in order to destroy her. In the end, Halua senses Emil's desires and entrusts her power to him before she dies.

Halua is named after the confection halvah. In the early stages of the project, there were plans to have her serve as a party member instead of Emil.



### ● THE PRINCE OF FACADE

VA: Maru Ayasato

Original VA: Yosuke Shigematsu (The King of Facade)  
ver.1.22... VA: Junya Enoki (The King of Facade)

The prince becomes the ruler of the law-abiding Masked People after the Black Scrawl kills his father, a succession that leaves the monarchy diminished in the eyes of his tribe. In an attempt to restore their faith, he decides to visit the Barren Temple and claim a symbolic mask. When Nier arrives at the temple to rescue him and help complete the trial, an enduring friendship is born.

Five years later, wolves kill his childhood sweetheart Fyra at their wedding, after which Nier's party helps the now king achieve vengeance. Deeply grateful to Nier for risking his life on his behalf, the king repays the favor by leading his army into battle against the Shades in the Shadowlord's Castle.

The king is a good man at heart, and one who innately understands that while rules are an important tool of order, they cannot be allowed to impede progress.

His real name is "Sechs," which is German for "six."

### ● FYRA

VA: Maru Ayasato

When Fyra is young, her family sends her to serve the Masked People after her face is badly burned. As a non-citizen, she is forbidden from speaking, and Fyra honors that rule by communicating solely with hand signals and body language. After Kainé saves Fyra from a pack of wolves, she comes to regard her newfound savior with gratitude and devotion.

Fyra grows to love the prince—who considers her his first friend—and at age fifteen, the two are married. But when angry wolves attack their wedding, she sacrifices her young life to protect her king.

Her name is "Vier" in the Japanese version, which is German for "four."

### ● THE KING'S ADVISOR

VA: Masayori Hayashi

This veteran soldier has served as an advisor to the royal family of the Masked People since the previous king's reign. As a living encyclopedia of the Masked People's many rules, the advisor endures much consternation on account of the new king's independent streak—but as he believes in the king's worthiness more strongly than anyone, he continues to pester him. Though the king is occasionally annoyed by his advisor's nagging, he understands the reasoning behind it, and in turn trusts in him completely.

His name is "Neun," which is German for "nine."



### ● JAKOB, JUNK HEAP ELDER BROTHER

VA: Makoto Naruse / Yuri Lowenthal (Gestalt) /  
Sam Riegel (Replicant)

Jakob is a serious-minded young man who lives in the foothills of the Junk Heap and takes care of Gideon, his younger brother. Ever since his mother ran off with a lover, he's made a living upgrading weapons with materials he extracts from the Heap. Despite knowing the dark hows and whys of their mother's death, he has the strength to maintain a positive attitude in his brother's presence. Meeting Nier eventually helps him come to terms with his love for his mother, despite how she abandoned them. He is killed when his brother's carelessness causes heavy machinery to fall on him in the Junk Heap.

This character is named "Jakob" in the Japanese version of *NieR Gestalt* and the English localizations of *NieR Gestalt* and *NieR Replicant* ver.1.22..., but is named "Jiminy" in the Japanese versions of *NieR Replicant* and ver.1.22... after Jiminy Cricket from *The Adventures of Pinocchio*.



### ● GIDEON, JUNK HEAP YOUNGER BROTHER

VA: Mutsumi Tamura / Spike Spencer (Gestalt) /  
Yuri Lowenthal (Replicant)

Gideon is the younger of the two brothers who live outside the Junk Heap. He is free to behave in a spoiled and irresponsible fashion while Jakob looks after him, and the death of his mother only makes him more childishly dependent on his elder brother. But after his actions lead to Jakob being crushed to death by machinery, his personality begins to change. He protects his own ego by convincing himself that a robot killed his brother, and begins creating powerful weapons to exact revenge.

Gideon is haunted by the fact he tore off Jakob's arm while trying to extract him from the machinery, and begins self-mutilating his own arms as a result. Eventually, this goes far enough that he is forced to replace his left limb with an artificial one.

He is named after the untrustworthy cat in *The Adventures of Pinocchio*.

### ● BLUE, JUNK HEAP MOTHER

After the brothers' mother flees a violent husband, she is unable to find any satisfaction in her new life and takes to physically abusing her children. Unable to work, cook, or raise her progeny effectively, she relies on her eldest son, Jakob, to do everything. After being wooed by a younger man, she decides to abandon her children and escape the Junk Heap with him to start a new life. However, they are both killed by a robotic security system during the attempt.

The mother's real name is "Blue," after the blue fairy who breathes life into the puppet in *The Adventures of Pinocchio*.

### ● CARLO, THE MOTHER'S BOYFRIEND

Young, short-sighted, and ambitious, Carlo woos Blue from her Junk Heap home. Lacking even a shred of affection for her two sons, he convinces her to abandon them and start a new life with him. He is named after Carlo Collodi, author of *The Adventures of Pinocchio*.

### ● URSULA, THE LIGHTHOUSE LADY

VA: Michiru Wada / Barbara Goodson

Ursula is an old woman who lives in the Seafront lighthouse. Rude, stubborn, and widely disliked throughout the city, she starts bossing Nier and his friends around the moment she meets them. But when she speaks of her husband, who was injured in a distant land and is unable to come home, a glimpse of the innocent young woman she might once have been shines through.

Unbeknownst to Ursula, her husband is already dead. Anxious about the progression of her own Black Scrawl, she yearns to cross the sea and be with him once more. Sadly, she dies with that dream unfulfilled.

### ● HANS, THE POSTMAN

VA: Hiroki Yasumoto / Yuri Lowenthal

Hans takes his work seriously, including worrying about Ursula, who lives alone in the lighthouse and has no interest in connecting with others. Knowing her husband is dead, he keeps her hope alive by writing letters he claims are from him. This twisted practice was started by his own father, and while Hans feels it would be wrong for him to unilaterally end it, he constantly questions whether or not he is doing the right thing. When she finally dies without knowing the truth, it fills him with a mixture of relief and regret.

Five years later, he exposes the people of his city to danger by forging a relationship with Louise. But even after he learns the truth about her, the time they shared remains special to him.

He is named after the author of *The Little Mermaid*, Hans Christian Andersen.



### ● RED-BAG COUPLE

VA: Keisuke Fujii & Kaoru Akiyama /  
Brad Venable & Tara Sands

This married Seafront couple can be identified by the matching red bags they wear, which they purchased as an anniversary present. They have a habit of letting minor slights balloon into major disagreements, which has made them something of a tourist attraction. Despite their squabbles, the way they talk to each other and proudly display their matching accessories make it clear their love is real.

The first time Nier meets them, the husband is too worried about his missing wife to do his job repairing the canal. Five years later, he goes missing while working as a ferryman along the same canal. His wife asks Nier to find him, and he eventually turns up as one of Louise's victims on the shipwreck.

GRIMOIRE NIER: REVISED EDITION  
-PROJECT GESTALT & REPLICANT SYSTEM-  
NIER PLAYBACK



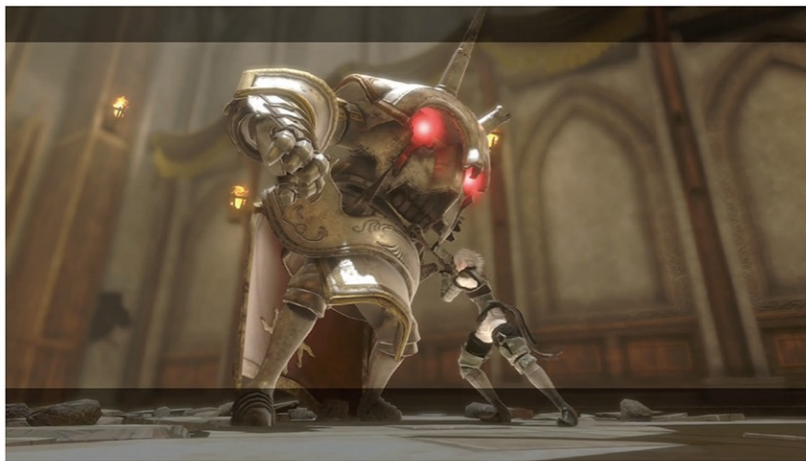


# GAME SYSTEMS

In this section we'll cover the core systems that will help you progress through the game's story. If you're aiming for 100% completion in your next playthrough, you'll also find details on how to acquire all the game's words, items, and more.

Experience everything *NieR Replicant ver.1.22...* has to offer, from the epic boss fights that occur at key moments of the game's story, to the glimpses of the world and characters' backsto-

ries that can be found scattered throughout each area. There's also a bounty of side quests to undertake, and scores of words and weapons to collect.



Giant bosses will stand in NieR's way, including relapsed Shades and their mechanical allies.

## GAME STRUCTURE

The story of *NieR Replicant ver.1.22...* is divided into two acts, set five years apart. An ending will play when you complete the second act, but you'll need to complete the game at least three times to see all five endings.

We've divided the story walkthrough into 26 chapters, marked in roman numerals from I to XXVI, with each containing its own point-by-point strategy outline. Rundowns on weapons, words, and quests can be found on the following pages:

- **Story Walkthrough:** Page 100
- **Collecting Weapons:** Page 78
- **Collecting Words:** Page 82
- **Side Quests:** Page 140



You can save your progress and refill your HP at mailboxes. Saved games can be loaded from the Options screen.

You can change the game's difficulty on the game's title screen Settings menu at any time. For example, you can set it to easy when battling bosses, and hard when grinding for enemy drops.

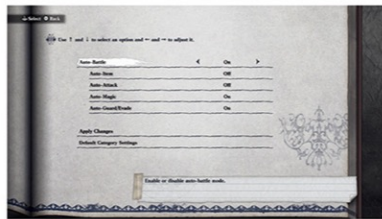
### Effect on Stats Compared to Normal Difficulty

#### EASY

Player character's max HP = 1.5x  
MP regeneration speed = 3.0x  
Damage dealt by enemy magic bullets = 0.5x  
Player may enable auto-battle mode

#### HARD

Player character's max HP = 0.7x  
Odds of enemy item drops = 1.5x  
Enemies attack more frequently  
Enemy attack power = 5.0x after first ending  
Damage dealt by enemy magic bullets = 1.2x  
Enemy max HP = 3.0x (15.0x after first ending)  
Enemy armor durability = 3.0x (15.0x after first ending)  
Guard break durability is improved  
Armored enemies are harder to knock back  
Enemy attack gauge appearance duration = 0.66x



You can customize the auto-battle settings to suit your preferences. Give it a try if you're struggling even on Easy difficulty.

## SUBSEQUENT PLAYTHROUGHS

After completing the game once, you can replay it on Kainé's route, which features new event scenes that reveal Kainé's true feelings and the perspective of the Shades. Kainé's route begins at story chapter XIV (page 120) and allows you to carry over nearly everything from previous playthroughs. Additional conditions must be met to view Endings C, D, and E.

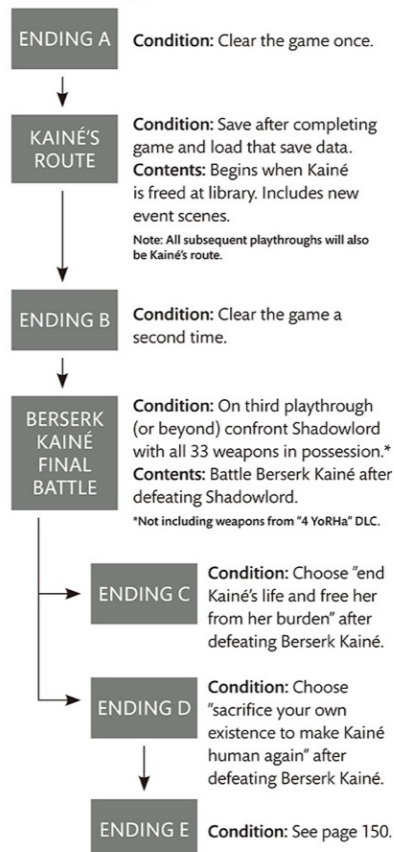


When experiencing the story from the perspective of Shade-possessed Kainé, you'll be able to comprehend Shade dialogue.

### What Carries Over from Previous Routes

- EXP
- Weapons and weapon levels
- Items (except those tied to story progression)
- Money
- Quest Completion Status
- Play time

### Ending Progression Flowchart



### PLAYBACK NIER: TIPS

These little boxes at the bottom of the pages contain tips that don't directly affect completion of the game, and provide alerts concerning things like trophies and achievements.



## NIER'S ABILITIES

Nier's core abilities can be broadly divided into attack, magic, guard, evade, jump, and examine. The functions of the examine button vary based on context and directional inputs.



Movement is, of course, another core function. Nier can walk, run, and climb ladders (with the examine button) based on directional inputs.

### Context-Sensitive Examine Button Functions

- **Save:** Examine a mailbox to save your game progress.
- **Talk:** Speak to NPCs. Speech bubbles above them indicate if their comments affect story progression or quests.
- **Open:** Pass through a closed door or gate.
- **Take:** Take a letter from the mailbox at Nier's house. These often affect story progression.
- **Examine:** Used for actions like flipping switches or activating mine carts.
- **Gather:** Acquire items from sparkling points in game areas.
- **Catch:** Take a moving animal like a mouse or lizard as an item.
- **Strip:** Cut items from the corpses of dead animals.

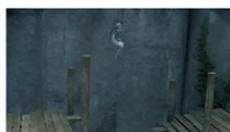
### Nier's Core Abilities



**Attack**  
Attack an enemy with your weapon. Can also be used to break crates.



**Magic**  
Assign learned magical abilities to free buttons to employ them in combat.



**Jump**  
Use to reach higher ground or avoid enemy attacks. Can be performed twice in succession.



**Grasp**  
Press and hold down the button to continuously grasp an object.



**Pick Up**  
Pick up a bomb and carry it around with you.



**Defend (Guard)**  
Defend to block an enemy attack. Not all attacks can be blocked.



**Evade (Dash)**  
Perform a quick roll to avoid an impending enemy attack.



**Cancel (Fall Recovery)**  
Jump when knocked back to quickly regain your footing.



**Move**  
Push or pull an object while grasping on to it.



**Drop**  
Release the button while standing still to set the bomb down at your feet.



**Deflect**  
Defend at the last moment to deflect an attack and throw the attacker off-balance.



**Sidestep**  
Evade towards a foe from close range to quickly sidestep behind them.



**Lock-On**  
Set a foe to target in battle. Can be switched from enemy to enemy.



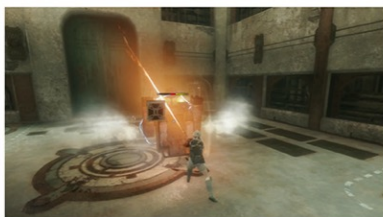
**Let Go**  
Release the button to let go of the object and resume moving normally.



**Throw**  
Release the button while moving to throw the bomb in front of you.

### SYSTEM MENU

When you acquire Grimoire Weiss (Chapter II-10), you'll unlock the "Magic/Abilities" and "Grimoire Weiss" sections of the system menu. "Magic/Abilities" lets you assign magic attacks and defensive actions to four open buttons. "Options" allows you to load save data and change camera settings, among other functions. The effects of "Orders" are shown to the right.



In the "Options" menu you can set Enemy Health Bars to On. Getting to see the HP of your enemies can be a big help.

### "Grimoire Weiss" System Menu Options

- **Maps:** Display maps of your location and destination.
- **Items:** Review the items in your possession.
- **Quests:** Review the quests you've accepted and your progress in each.
- **Weapons:** Inspect and equip the weapons you've acquired.
- **Word Edit:** Assign the words you've acquired to your weapons, magic, and martial arts.
- **Notes:** View various data relating to your stats, words, fishing records and more.
- **Fragments:** View the stone fragments you've acquired during Act II.

### Orders and Their Effects

| Target          | Order                                  | Effect                                                                 |
|-----------------|----------------------------------------|------------------------------------------------------------------------|
| Animals         | Call                                   | Sheep, goats, deer, and rideable boars move closer to you.             |
|                 | Kainé, get 'em!                        | Seek out and attack foes away from Nier.                               |
| Kainé           | Kainé, I need help!                    | Attack the foes that Nier is fighting.                                 |
|                 | Kainé, keep your guard up!             | Do nothing except defending.                                           |
|                 | Emil, attack!                          | Seek out and attack foes away from Nier (prioritizing attack magic).   |
| Emil            | Emil, help me out here!                | Attack the foes that Nier is fighting. (Use attack and healing magic.) |
|                 | Emil, stay on guard!                   | Use only healing magic.                                                |
|                 | The king is in danger! Protect him!    | Do nothing except defending around the king's position.                |
| Masked Soldiers | Now! Attack all together!              | Split up and seek out foes, prioritizing weapon attacks.               |
|                 | We're being overrun! Focus on healing! | Hold current position and recover HP.                                  |

#### PLAYBACK NIER: TIPS

Having second thoughts about the name you gave to the protagonist at the start of the game? In the title screen's settings menu, change the text language to Japanese (日本語), then switch back to English. With each change, you'll be able to enter a new name for your hero.



## NIER'S WEAPONS

Nier can wield three different types of weapons. One-handed swords are available from the start of the game, but his arsenal only expands to include spears and two-handed swords at the start of Act II. Weapons can be acquired through story progression, purchased at shops, earned as quest rewards, and found from smashing boxes. Any weapons you miss in Act I can still be acquired in Act II.

The different weapon types have different attacks and heavy attacks, and different con-

textual attacks when combined with rapid or long button presses, jumping, evasion, blocking, and so on. Including attacks on downed foes, each has eleven different attacks.

Also, when you quickly attack foes, your combo counter rises. As you can see from the table on the right, the benefits of combo count can be significant. Higher combo counts also boost weapon speed, and the attacks that mark certain combo counter milestones do extra damage.

### Effects of Combo Count

| Counter #   | EXP Earned | MP Absorption from Blood |
|-------------|------------|--------------------------|
| 0-4         | 100%       | 1.0x                     |
| 5-14        | 110%       | 1.2x                     |
| 15-29       | 130%       | 1.4x                     |
| 30-49       | 160%       | 1.6x                     |
| 50-99       | 200%       | 1.8x                     |
| 100 or more | 300%       | 2.0x                     |

### Combo Attack Interval Limits

| One-handed Sword | Two-handed Sword | Spear       |
|------------------|------------------|-------------|
| 3 Seconds        | 3.5 Seconds      | 2.5 Seconds |

### Weapon Acquisition List

| Weapon Type & Name  | Method of Acquisition                                                      |
|---------------------|----------------------------------------------------------------------------|
| Iron Pipe           | Prologue: Starting gear / Quest 71: Find in Tokyo / 2nd playthrough        |
| Nameless Blade      | (Act I) Starting gear                                                      |
| Lily-Leaf Sword     | Nier's Village: Buy at weapon shop                                         |
| Nirvana Dagger      | Lost Shrine: Find at 2F                                                    |
| Moonrise            | V-05: At completion                                                        |
| Rebirth             | VIII-19: At completion                                                     |
| Earth Wyrms' Claw   | (Act II) Facade: Buy at weapon shop                                        |
| Blade of Treachery  | Find at Manor                                                              |
| Beastbain           | Nier's Village: Buy at weapon shop                                         |
| Faith               | Save 2 villagers after IX-14 and talk to mayor / (Act II) Buy at The Aerie |
| Ancient Overlord    | XXI-03: At completion                                                      |
| Phoenix Dagger      | (Act II) Seafrost: Buy at weapon shop                                      |
| Labyrinth's Whisper | Quest 53: At completion                                                    |
| Fool's Embrace      | Clear Stage 3 of post-game "15 Nightmares" extra content                   |
| Kainé's Sword       | Find at Kainé's House after Ending E                                       |
| Virtuous Contract   | Included in "4 YoRHa" DLC                                                  |
| Cruel Oath          | Included in "4 YoRHa" DLC                                                  |

| Weapon Type & Name   | Method of Acquisition                                     |
|----------------------|-----------------------------------------------------------|
| Kusanagi             | (Act II) Starting Gear                                    |
| Axe of Beheading     | (Act II) Nier's Village: Buy at weapon shop               |
| Fang of the Twins    | (Act II) Manor: Find at Underground Facility              |
| Vile Axe             | (Act II) Seafrost: Buy at weapon shop                     |
| Beastlord            | (Act II) Lost Shrine: Find at Roof                        |
| Iron Will            | XIX-05: At completion                                     |
| Phoenix Sword        | (Act II) Shadowlord's Castle: Find at Garden              |
| Labyrinth's Song     | Quest 68: At completion                                   |
| Fool's Lament        | Clear Stage 8 of post-game "15 Nightmares" extra content  |
| Virtuous Treaty      | Included in "4 YoRHa" DLC                                 |
| Transience           | (Act II) Starting Gear                                    |
| Spear of the Usurper | (Act II) Seafrost: Buy at weapon shop                     |
| The Devil Queen      | (Act II) Lost Shrine: Find at Exterior                    |
| Sunrise              | (Act II) Nier's Village: Buy at weapon shop               |
| Beastcurse           | (Act II) Junk Heap: Find at 1F-2                          |
| Captain's Holy Spear | (Act II) Facade: Buy at weapon shop                       |
| Dragoon Lance        | (Act II) Shadowlord's Castle: Find at Spiral Staircase    |
| Phoenix Spear        | (Act II) Facade: Buy at weapon shop                       |
| Labyrinth's Shout    | Quest 52: At completion                                   |
| Fool's Accord        | Clear Stage 13 of post-game "15 Nightmares" extra content |
| Virtuous Dignity     | Included in "4 YoRHa" DLC                                 |

### Weapon Fighting Styles



#### ONE-HANDED SWORD

Speedy, versatile, and possessing a fairly wide attack arc, one-handed swords are well-balanced weapons that are good in a variety of combat situations. You can compensate for their limited reach by beginning your attack combos with an evasive dash towards your foes. When battling foes who block, use heavy attacks to break their guard and chain it into a combo.

#### Primary Attacks



#### TWO-HANDED SWORD

The two-handed sword's strongest asset is its many attacks that swing in a wide arc, allowing you to deal with large groups of enemies at once. Its swing is slow, so when facing larger foes, engage them from farther away than you would with a one-handed sword. Make sure to take advantage of the knockback potential of the Evade > Heavy Attack strike.

#### Primary Attacks



#### SPEAR

Spears excel at reach and attack speed, making them ideal for battling foes who attack with magical barrages. For best results, use hit-and-away tactics: dash in, pummel foes with a combo, evade to safety, and repeat. Spears struggle against large groups of foes; in those situations, use the wide-swinging charge attack to push foes away and then take them out one by one.

#### Primary Attacks



\*Attack A can be executed immediately after beginning the jump; attack B is executed at any point after.

#### PLAYBACK NIER: TIPS

Want to fist-bump Grimoire Weiss? On PlayStation, rub the touchpad. On Xbox, press and hold the right analog stick (resetting the camera) and wiggle the left one. On Steam, press and hold the middle mouse button to reset the camera and wiggle the mouse. **Disclaimer:** As Weiss has no hands, this is not, strictly speaking, a "fist-bump."



## WEAPON STATS/FORGING RECIPES

Each weapon can be forged up to level 4, and most of its stats will rise with each upgrade, generally providing a boost to weapon damage. Upgrades are performed by the brothers at the Junk Heap and require a 1000 Gold payment on top of the listed ingredients. (With the exception of Nameless Blade and Iron Will, which are upgraded to Level 2 as part of the story.)

## Understanding Weapon Stats

- **Attack Power:** The attack power listed for NieR's weaponry will rise with its level. The higher the value, the more damage it deals.
- **Magic Power:** This value is multiplied by the attack power of NieR's spells to determine the damage dealt. It rises with weapon level.
- **Guard Break:** This value is added to Attack Power; the higher the value, the more easily you can break an enemy's guard. It rises with weapon level.
- **Armor Break:** This value affects your Attack Power's ability to break an enemy's armor. It rises with weapon level.
- **Knockback:** This value indicates how far an enemy struck by the weapon will be pushed back. It rises with weapon level.
- **Weight:** This effects the speed of the weapon's attacks, with lighter weapons swinging more quickly. The weight of some weapons may change as they level up.

## Weapon Stats

| Weapon Type & Name | Attack Power         |        |        |        | Magic Power |        |        |        | Guard Break |        |        |        | Armor Break |        |        |        | Knockback<br>Added Effect | Weight |             |             |             |
|--------------------|----------------------|--------|--------|--------|-------------|--------|--------|--------|-------------|--------|--------|--------|-------------|--------|--------|--------|---------------------------|--------|-------------|-------------|-------------|
|                    | Lvl. 1               | Lvl. 2 | Lvl. 3 | Lvl. 4 | Lvl. 1      | Lvl. 2 | Lvl. 3 | Lvl. 4 | Lvl. 1      | Lvl. 2 | Lvl. 3 | Lvl. 4 | Lvl. 1      | Lvl. 2 | Lvl. 3 | Lvl. 4 |                           | Lvl. 1 | Lvl. 2      | Lvl. 3      | Lvl. 4      |
| ONE-HANDED SWORDS  | Iron Pipe            | 179    | 179    | 217    | 256         | 30%    | 30%    | 40%    | 50%         | 30     | 30     | 30     | 30          | 103    | 103    | 106    | 109                       | 7%     | Light       | Light       | Light       |
|                    | Nameless Blade       | 100    | 112    | 152    | 204         | 0%     | 10%    | 20%    | 30%         | 30     | 30     | 30     | 30          | 100    | 100    | 102    | 103                       | 7%     | Light       | Light       | Light       |
|                    | Lily-Leaf Sword      | 123    | 146    | 187    | 250         | 20%    | 30%    | 40%    | 60%         | 30     | 50     | 50     | 70          | 100    | 101    | 102    | 103                       | 9%     | Light       | Moderate    | Moderate    |
|                    | Nirvana Dagger       | 106    | 125    | 160    | 213         | 0%     | 10%    | 20%    | 40%         | 50     | 50     | 50     | 50          | 100    | 101    | 102    | 103                       | 8%     | Moderate    | Moderate    | Moderate    |
|                    | Moonrise             | 109    | 128    | 165    | 217         | 10%    | 10%    | 20%    | 40%         | 50     | 50     | 50     | 10          | 100    | 101    | 103    | 104                       | 5%     | Moderate    | Moderate    | Moderate    |
|                    | Rebirth              | 115    | 132    | 169    | 221         | 10%    | 10%    | 20%    | 40%         | 10     | 10     | 10     | 10          | 101    | 102    | 103    | 104                       | 5%     | Very Light  | Very Light  | Very Light  |
|                    | Earth Wyrm's Claw    | 142    | 163    | 209    | 271         | 30%    | 40%    | 50%    | 60%         | 90     | 90     | 70     | 50          | 101    | 102    | 103    | 105                       | 8%     | Heavy       | Heavy       | Heavy       |
|                    | Blade of Treachery   | 139    | 179    | 231    | 255         | 20%    | 30%    | 40%    | 50%         | 70     | 70     | 70     | 70          | 102    | 103    | 104    | 106                       | 9%     | Very Heavy  | Very Heavy  | Very Heavy  |
|                    | Beastbain            | 172    | 221    | 282    | 313         | 40%    | 50%    | 60%    | 70%         | 70     | 70     | 70     | 70          | 101    | 102    | 104    | 106                       | 9%     | Heavy       | Heavy       | Heavy       |
|                    | Faith                | 147    | 189    | 240    | 266         | 20%    | 30%    | 40%    | 50%         | 10     | 30     | 30     | 50          | 104    | 103    | 105    | 108                       | 8%     | Very Light  | Light       | Light       |
| TWO-HANDED SWORDS  | Ancient Overlord     | 194    | 245    | 271    | 283         | 30%    | 50%    | 50%    | 50%         | 10     | 10     | 10     | 10          | 104    | 105    | 106    | 108                       | 5%     | Very Light  | Very Light  | Very Light  |
|                    | Phoenix Dagger       | 240    | 300    | 332    | 346         | 50%    | 70%    | 70%    | 80%         | 50     | 50     | 50     | 50          | 90     | 90     | 91     | 98                        | 8%     | Moderate    | Moderate    | Moderate    |
|                    | Labyrinth's Whisper  | 112    | 128    | 147    | 313         | 10%    | 10%    | 20%    | 60%         | 90     | 90     | 90     | 90          | 106    | 113    | 113    | 123                       | 11%    | Very Heavy  | Very Heavy  | Very Heavy  |
|                    | Fool's Embrace       | 200    | 277    | 289    | 400         | 30%    | 50%    | 60%    | 80%         | 90     | 90     | 90     | 90          | 105    | 111    | 111    | 118                       | 11%    | Very Heavy  | Very Heavy  | Very Heavy  |
|                    | Kain's Sword         | 999    | 999    | 999    | 999         | 30%    | 30%    | 60%    | 100%        | 330    | 330    | 330    | 330         | 220    | 220    | 220    | 220                       | 7%     | Extra Heavy | Extra Heavy | Extra Heavy |
|                    | Virtuous Contract    | 150    | 270    | 420    | 570         | 0%     | 0%     | 0%     | 0%          | 50     | 10     | 10     | 10          | 86     | 86     | 86     | 93                        | 7%     | Moderate    | Very Light  | Very Light  |
|                    | Cruel Oath           | 150    | 270    | 420    | 475         | 0%     | 0%     | 0%     | 40%         | 50     | 10     | 10     | 10          | 86     | 86     | 86     | 93                        | 7%     | Moderate    | Very Light  | Very Light  |
|                    | Kusanagi             | 295    | 339    | 571    | 659         | 20%    | 30%    | 30%    | 40%         | 170    | 170    | 170    | 170         | 121    | 127    | 131    | 136                       | 10%    | Light       | Light       | Light       |
|                    | Axe of Beheading     | 364    | 418    | 700    | 807         | 40%    | 30%    | 40%    | 40%         | 230    | 230    | 230    | 230         | 122    | 130    | 132    | 137                       | 20%    | Heavy       | Heavy       | Heavy       |
|                    | Fang of the Twins    | 312    | 358    | 595    | 686         | 20%    | 30%    | 40%    | 50%         | 170    | 200    | 230    | 230         | 126    | 139    | 146    | 164                       | 20%    | Light       | Moderate    | Heavy       |
| SPEAR              | Vile Axe             | 384    | 442    | 729    | 841         | 40%    | 30%    | 40%    | 50%         | 200    | 230    | 280    | 280         | 129    | 144    | 147    | 148                       | 25%    | Moderate    | Heavy       | Very Heavy  |
|                    | Beastlord            | 329    | 378    | 620    | 715         | 20%    | 30%    | 40%    | 50%         | 230    | 230    | 230    | 230         | 122    | 136    | 145    | 161                       | 20%    | Heavy       | Heavy       | Heavy       |
|                    | Iron Will            | 200    | 389    | 633    | 730         | 0%     | 30%    | 40%    | 50%         | 120    | 320    | 320    | 320         | 136    | 165    | 182    | 215                       | 25%    | Very Light  | Extra Heavy | Extra Heavy |
|                    | Phoenix Sword        | 400    | 646    | 715    | 760         | 30%    | 40%    | 50%    | 50%         | 200    | 200    | 200    | 200         | 96     | 98     | 100    | 132                       | 15%    | Moderate    | Moderate    | Moderate    |
|                    | Labyrinth Song       | 223    | 257    | 295    | 860         | 10%    | 10%    | 20%    | 60%         | 280    | 280    | 280    | 280         | 156    | 168    | 178    | 209                       | 25%    | Very Heavy  | Very Heavy  | Very Heavy  |
|                    | Fool's Lament        | 400    | 730    | 760    | 999         | 30%    | 50%    | 50%    | 80%         | 280    | 280    | 280    | 280         | 130    | 146    | 148    | 189                       | 25%    | Extra Heavy | Extra Heavy | Extra Heavy |
|                    | Virtuous Treaty      | 300    | 540    | 840    | 999         | 0%     | 0%     | 0%     | 0%          | 200    | 120    | 120    | 120         | 91     | 93     | 95     | 125                       | 10%    | Moderate    | Very Light  | Very Light  |
|                    | Transience           | 221    | 254    | 312    | 368         | 20%    | 30%    | 40%    | 50%         | 80     | 80     | 80     | 80          | 104    | 105    | 107    | 109                       | 8%     | Light       | Light       | Light       |
|                    | Spear of the Usurper | 364    | 418    | 510    | 600         | 40%    | 50%    | 60%    | 70%         | 50     | 80     | 100    | 100         | 107    | 108    | 109    | 109                       | 10%    | Very Light  | Light       | Moderate    |
|                    | The Devil Queen      | 234    | 268    | 325    | 383         | 20%    | 30%    | 40%    | 50%         | 100    | 120    | 120    | 150         | 107    | 108    | 110    | 110                       | 14%    | Moderate    | Heavy       | Very Heavy  |
| ONE-HANDED SWORDS  | Sunrise              | 384    | 442    | 531    | 625         | 40%    | 50%    | 60%    | 70%         | 100    | 120    | 120    | 150         | 107    | 108    | 110    | 111                       | 14%    | Moderate    | Heavy       | Very Heavy  |
|                    | Beastcore            | 247    | 284    | 339    | 399         | 20%    | 30%    | 40%    | 50%         | 120    | 120    | 120    | 120         | 107    | 109    | 111    | 113                       | 12%    | Heavy       | Heavy       | Heavy       |
|                    | Captain's Holy Spear | 467    | 553    | 652    | 693         | 50%    | 60%    | 70%    | 80%         | 120    | 120    | 150    | 150         | 109    | 110    | 111    | 115                       | 14%    | Heavy       | Heavy       | Very Heavy  |
|                    | Dragon Lance         | 300    | 353    | 416    | 442         | 30%    | 40%    | 50%    | 60%         | 100    | 120    | 120    | 150         | 110    | 110    | 112    | 116                       | 14%    | Moderate    | Heavy       | Very Heavy  |
|                    | Phoenix Spear        | 490    | 576    | 679    | 721         | 50%    | 60%    | 70%    | 80%         | 100    | 100    | 100    | 100         | 91     | 92     | 93     | 104                       | 10%    | Moderate    | Moderate    | Moderate    |
|                    | Labyrinth Shout      | 168    | 192    | 221    | 460         | 10%    | 10%    | 20%    | 60%         | 150    | 150    | 150    | 150         | 120    | 126    | 125    | 135                       | 14%    | Very Heavy  | Very Heavy  | Very Heavy  |
|                    | Fool's Accord        | 300    | 416    | 433    | 600         | 30%    | 50%    | 60%    | 80%         | 150    | 150    | 150    | 150         | 111    | 118    | 118    | 132                       | 14%    | Very Heavy  | Very Heavy  | Very Heavy  |
|                    | Virtuous Dignity     | 220    | 396    | 616    | 836         | 0%     | 0%     | 0%     | 0%          | 100    | 50     | 50     | 50          | 86     | 87     | 88     | 99                        | 8%     | Moderate    | Very Light  | Very Light  |
|                    | Transience           | 221    | 254    | 312    | 368         | 20%    | 30%    | 40%    | 50%         | 80     | 80     | 80     | 80          | 104    | 105    | 107    | 109                       | 8%     | Light       | Light       | Light       |
|                    | Spear of the Usurper | 364    | 418    | 510    | 600         | 40%    | 50%    | 60%    | 70%         | 50     | 80     | 100    | 100         | 107    | 108    | 109    | 109                       | 10%    | Very Light  | Light       | Moderate    |
|                    | The Devil Queen      | 234    | 268    | 325    | 383         | 20%    | 30%    | 40%    | 50%         | 100    | 120    | 120    | 150         | 107    | 108    | 110    | 110                       | 14%    | Moderate    | Heavy       | Very Heavy  |
| TWO-HANDED SWORDS  | Sunrise              | 384    | 442    | 531    | 625         | 40%    | 50%    | 60%    | 70%         | 100    | 120    | 120    | 150         | 107    | 108    | 110    | 111                       | 14%    | Moderate    | Heavy       | Very Heavy  |
|                    | Beastcore            | 247    | 284    | 339    | 399         | 20%    | 30%    | 40%    | 50%         | 120    | 120    | 120    | 120         | 107    | 109    | 111    | 113                       | 12%    | Heavy       | Heavy       | Heavy       |
|                    | Captain's Holy Spear | 467    | 553    | 652    | 693         | 50%    | 60%    | 70%    | 80%         | 120    | 120    | 150    | 150         | 109    | 110    | 111    | 115                       | 14%    | Heavy       | Heavy       | Very Heavy  |
|                    | Dragon Lance         | 300    | 353    | 416    | 442         | 30%    | 40%    | 50%    | 60%         | 100    | 120    | 120    | 150         | 110    | 110    | 112    | 116                       | 14%    | Moderate    | Heavy       | Very Heavy  |
|                    | Phoenix Spear        | 490    | 576    | 679    | 721         | 50%    | 60%    | 70%    | 80%         | 100    | 100    | 100    | 100         | 91     | 92     | 93     | 104                       | 10%    | Moderate    | Moderate    | Moderate    |
|                    | Labyrinth Shout      | 168    | 192    | 221    | 460         | 10%    | 10%    | 20%    | 60%         | 150    | 150    | 150    | 150         | 120    | 126    | 125    | 135                       | 14%    | Very Heavy  | Very Heavy  | Very Heavy  |
|                    | Fool's Accord        | 300    | 416    | 433    | 600         | 30%    | 50%    | 60%    | 80%         | 150    | 150    | 150    | 150         | 111    | 118    | 118    | 132                       | 14%    | Very Heavy  | Very Heavy  | Very Heavy  |
|                    | Virtuous Dignity     | 220    | 396    | 616    | 836         | 0%     | 0%     | 0%     | 0%          | 100    | 50     | 50     | 50          | 86     | 87     | 88     | 99                        | 8%     | Moderate    | Very Light  | Very Light  |
|                    | Transience           | 221    | 254    | 312    | 368         | 20%    | 30%    | 40%    | 50%         | 80     | 80     | 80     | 80          | 104    | 105    | 107    | 109                       | 8%     | Light       | Light       | Light       |
|                    | Spear of the Usurper | 364    | 418    | 510    | 600         | 40%    | 50%    | 60%    | 70%         | 50     | 80     | 100    | 100         | 107    | 108    | 109    | 109                       | 10%    | Very Light  | Light       | Moderate    |
|                    | The Devil Queen      | 234    | 268    | 325    | 383         | 20%    | 30%    | 40%    | 50%         | 100    | 120    | 120    | 150         | 107    | 108    | 110    | 110                       | 14%    | Moderate    | Heavy       | Very Heavy  |
| SPEAR              | Sunrise              | 384    | 442    | 531    | 625         | 40%    | 50%    | 60%    | 70%         | 100    | 120    | 120    | 150         | 107    | 108    | 110    | 111                       | 14%    | Moderate    | Heavy       | Very Heavy  |
|                    | Beastcore            | 247    | 284    | 339    | 399         | 20%    | 30%    | 40%    | 50%         | 120    | 120    | 120    | 120         | 107    | 109    | 111    | 113                       | 12%    | Heavy       | Heavy       | Heavy       |
|                    | Captain's Holy Spear | 467    | 553    | 652    | 693         | 50%    | 60%    | 70%    | 80%         | 120    | 120    | 150    | 150         | 109    | 110    | 111    | 115                       | 14%    | Heavy       | Heavy       | Very Heavy  |
|                    | Dragon Lance         | 300    | 353    | 416    | 442         | 30%    | 40%    | 50%    | 60%         | 100    | 120    | 120    | 150         | 110    | 110    | 112    | 116                       | 14%    | Moderate    | Heavy       | Very Heavy  |
|                    | Phoenix Spear        | 490    | 576    | 679    | 721         | 50%    | 60%    | 70%    | 80%         | 100    | 100    | 100    | 100         | 91     | 92     | 93     | 104                       | 10%    | Moderate    | Moderate    | Moderate    |
|                    | Labyrinth Shout      | 168    | 192    | 221    | 460         | 10%    | 10%    | 20%    | 60%         | 150    | 150    | 150    | 150         | 120    | 126    | 125    | 135                       | 14%    | Very Heavy  | Very Heavy  | Very Heavy  |
|                    | Fool's Accord        | 300    | 416    | 433    | 600         | 30%    | 50%    | 60%    | 80%         | 150    | 150    | 150    | 150         | 111    | 118    | 118    | 132                       | 14%    | Very Heavy  | Very Heavy  | Very Heavy  |
|                    | Virtuous Dignity     | 220    | 396    | 616    | 836         | 0%     | 0%     | 0%     | 0%          | 100    | 50     | 50     | 50          | 86     | 87     | 88     | 99                        | 8%     | Moderate    | Very Light  | Very Light  |
|                    | Transience           | 221    | 254    | 312    | 368         | 20%    | 30%    | 40%    | 50%         | 80     | 80     | 80     | 80          | 104    | 105    | 107    | 109                       | 8%     | Light       | Light       | Light       |
|                    | Spear of the Usurper | 364    | 418    | 510    | 600         | 40%    | 50%    | 60%    | 70%         | 50     | 80     | 100    | 100         | 107    | 108    | 109    | 109                       | 10%    | Very Light  | Light       | Moderate    |
|                    | The Devil Queen      | 234    | 268    | 325    | 383         | 20%    | 30%    | 40%    | 50%         | 100    | 120    | 120    | 150         | 107    | 108    | 110    | 110                       | 14%    | Moderate    | Heavy       | Very Heavy  |

## Weapon Forging Recipes

| Weapon Type & Name | Lvl. 2 Forging Recipe | Lvl. 3 Forging Recipe                                         | Lvl. 4 Forging Recipe                                       |
|--------------------|-----------------------|---------------------------------------------------------------|-------------------------------------------------------------|
| ONE-HANDED SWORDS  | Iron Pipe             | Dented Metal Bat x8 / Broken Arm x15 / Rusty Bucket x10       | Dented Metal Bat x6 / Broken Arm x20 / Rusted Clump x5      |
|                    | Nameless Blade        | Titanium Alloy x2 / Stripped Bolt x10 / Broken Arm x3         | Titanium Alloy x2 / Dented Metal Bat x1 / Simple Machine x1 |
|                    | Lily-Leaf Sword       | Titanium Alloy x2 / Broken Antenna x2 / Large Gear x1         | Titanium Alloy x2 / Forlorn Necklace x2 / Pyrite x1         |
|                    | Nirvana Dagger        | Titanium Alloy x1 / Broken Arm x3 / Gold Ore x2               | Titanium Alloy x1 / Mysterious Switch x3 / Pyrite x1        |
|                    | Moonrise              | Titanium Alloy x1 / Broken Lens x1 / Broken Saw x1            | Titanium Alloy x1 / Rusty Kitchen Knife x2 / Pyrite x1      |
|                    | Rebirth               | Iron Ore x10 / Large Gear x1 / Broken Battery x1              | Iron Ore x20 / Broken Wristwatch x3 / Amber x1              |
|                    | Earth Wyrm's Claw     | Iron Ore x8 / Clay x3 / Broken Pottery x2                     | Iron Ore x10 / Clay x15 / Amber x1                          |
|                    | Blade of Treachery    | Copper Ore x15 / Machine Oil x2 / Rusted Clump x1             | Copper Ore x20 / Pyrite x1 / Rusted Clump x1                |
|                    | Beastbain             | Iron Ore x20 / Complex Machine x1 / Machine Oil x1            | Iron Ore x15 / Pyrite x2 / Crystal x1                       |
|                    | Faith                 | Silver Ore x5 / Elaborate Machine x1 / Natural Rubber x1      | Silver Ore x4 / Moldavite x1 / Titanium Alloy x4            |
| TWO-HANDED SWORDS  | Ancient Overlord      | Silver Ore x6 / Broken Wristwatch x3 / Crystal x2             | Silver Ore x5 / Moldavite x1 / Memory Alloy x2              |
|                    | Phoenix Dagger        | Silver Ore x6 / Eagle Egg x1 / Broken Earring x2              | Silver Ore x6 / Black Pearl x5 / Amber x2                   |
|                    | Labyrinth's Whisper   | Fluorite x2                                                   | Fluorite x3                                                 |
|                    | Fool's Embrace        | Damascus Steel x1                                             | Damascus Steel x1                                           |
|                    | Kaine's Sword         | Iron Ore x20 / Rusted Clump x1                                | Iron Ore x30 / Broken Saw x1                                |
|                    | Virtuous Contract     | Dented Metal Board x3 / Titanium Alloy x1 / Amber x2          | Memory Alloy x2 / Severed Cable x5 / Moldavite x1           |
|                    | Cruel Oath            | Dented Metal Board x1 / Titanium Alloy x1 / Amber x2          | Gold Ore x2 / Large Gear x1 / Moldavite x1                  |
|                    | Kusanagi              | Iron Ore x18 / Broken Battery x4 / Forlorn Necklace x1        | Iron Ore x20 / Broken Earring x1 / Moldavite x1             |
|                    | Axe of Beheading      | Copper Ore x15 / Rusty Kitchen Knife x3 / Subdued Bracelet x1 | Copper Ore x18 / Stopped Clock x2 / Meteorite x1            |
|                    | Fang of the Twins     | Silver Ore x5 / Broken Wristwatch x2 / Stopped Clock x1       | Silver Ore x10 / Mysterious Switch x3 / Meteorite x1        |
| SPEAR              | Vile Axe              | Silver Ore x8 / Broken Lens x2 / Twisted Ring x1              | Silver Ore x12 / Broken Saw x2 / Amber x1                   |
|                    | Beastlord             | Gold Ore x1 / Complex Machine x1 / Machine Oil x1             | Gold Ore x3 / Amber x1 / Simple Machine x2                  |
|                    | Iron Will             | Memory Alloy x1                                               | Memory Alloy x3 / Pyrite x1 / Elaborate Machine x2          |
|                    | Phoenix Spear         | Gold Ore x3 / Eagle Egg x2 / Complex Machine x1               | Gold Ore x4 / Black Pearl x5 / Moldavite x1                 |
|                    | Labyrinth's Song      | Fluorite x2                                                   | Fluorite x3                                                 |
|                    | Fool's Lament         | Damascus Steel x1                                             | Damascus Steel x1                                           |
|                    | Virtuous Treaty       | Dented Metal Board x1 / Titanium Alloy x1 / Amber x2          | Memory Alloy x2 / Severed Cable x5 / Moldavite x1           |
|                    | Transience            | Iron Ore x2 / Twisted Ring x3 / Metal Piercing x1             | Iron Ore x4 / Crystal x2 / Pyrite x1                        |
|                    | Spear of the Usurper  | Iron Ore x2 / Large Gear x2 / Subdued Bracelet x1             | Iron Ore x5 / Broken Lens x2 / Pyrite x1                    |
|                    | The Devil Queen       | Iron Ore x10 / Metal Piercing x2 / Broken Motor x1            | Iron Ore x13 / Metal Piercing x1 / Moldavite x1             |



## NIER'S MAGIC

Whenever Nier acquires a new Sealed Verse, he'll learn new magic spells. Whether you're firing off quick spells or charging up bigger ones that consume more MP, your MP will gradually regenerate over time. Each spell has different properties, so refer to the guide below to learn how to use each most effectively.

### The Spellcasting Process

|                    |                                                                                                                         |
|--------------------|-------------------------------------------------------------------------------------------------------------------------|
| <b>QUICK SPELL</b> | <b>Tap and Release Button</b><br>Release the button immediately for a small spell effect with a set MP cost.            |
| <b>CHARGING</b>    | <b>Hold Down the Button</b><br>Time spent charging strengthens the spell. MP is not consumed yet.*                      |
| <b>LARGE SPELL</b> | <b>Release the Button</b><br>An amount of MP determined by the charging time is consumed, and the large spell is cast.* |

\*Except for Dark Blast, Dark Gluttony, and Dark Wall.

### Other Ways to Recover MP

- **Canceling Enemy Bullets:** Strike enemy projectiles with your weapon to extinguish them and recover 1 MP per bullet.
- **Blood Absorption:** Slaying Shade enemies with your weapon creates a splatter of blood which Nier will automatically absorb. In most cases, you'll recover 10 MP, but if the enemy is a Sphere, you'll recover 20 MP.

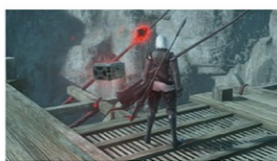
### Spell Usage and Data



#### DARK BLAST

Dark Blast fires magical projectiles in a single blast or a

continuous barrage. Each bullet does little damage, but the MP cost is low, so it can still be used effectively when you're almost out of MP. It's a great way to hit distant foes or cancel out incoming enemy bullets.



POWER 0.50 MP COST 2

##### Quick Spell

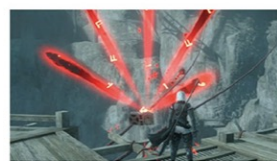
Fire a single, high-powered bullet. It flies towards the center of the screen, so you aim by adjusting the camera.



POWER 0.25 MP COST 1/sec

##### Charging

Fire a continuous stream of low-powered bullets forward while simultaneously charging the large spell blast.



POWER 0.34 MP COST 5

##### Large Spell

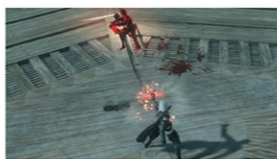
Fire five high-powered projectiles in a radial arc, which actively pursue nearby enemies.



#### DARK PHANTASM

This quick spell can reach even fairly

distant enemies instantly. When used while evading or jumping, it can knock even mid-sized enemies back, and may stagger foes after a weapon attack. This wide-range spell is effective when fighting large groups of enemies.



POWER 0.56 x3 MP COST 12

##### Quick Spell

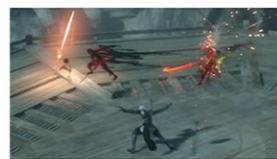
A phantasm flies out in the direction Nier is facing to slice at foes. Each hit adds 3 to your combo count.



POWER — MP COST 16/sec

##### Charging

A magic field stretches out around Nier to seek out foes. When the MP runs out, the field stops expanding.



POWER 1.68 MP COST —

##### Large Spell

Phantasms charge at the located foes and strike them. Each phantasm attacks each foe once, and each hit adds 1 to your combo count.



#### DARK HAND

This powerful spell has a short range

but a wide area of attack. In addition to dealing heavy damage, it can tear off enemy armor. You can extend its reach by using it mid-dash, and it can juggle smaller foes when used after an attack. When used in midair, it smashes enemies downward.



POWER 3 MP COST 24

##### Quick Spell

A giant hand punches in the direction Nier is facing. It has short range, but can home in on foes to an extent.



POWER — MP COST 16/ea

##### Charging

Additional hands appear and prepare to attack at set charging intervals. A fully charged attack will summon five hands.



POWER 3+a(\*) MP COST —

##### Large Spell

The hands summoned while charging fuse together and strike. The extra hands increase Armor Break as well as attack power.

\*Each additional hand adds 1.5 power.



#### DARK LANCE

This long-range spell cancels enemy bullets as it pierces

through them. Even if you're not locked onto a foe, you can move the camera while charging to lock the lances onto a target. Since you can easily direct the lances, they're very useful for damaging boss weak points or attack gauges.



POWER 1.7 MP COST 20

##### Quick Spell

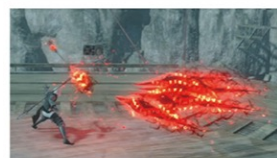
Fire a giant lance forward. You can move the camera to control the direction it's fired.



POWER — MP COST 12/ea

##### Charging

As you summon up to eight lances, you can use the camera to lock onto a target. (You can change targets by moving the camera again.)



POWER 1.7 MP COST —

##### Large Spell

The lances fly one by one at the target you selected while charging. You can still move the camera to change targets as they fly.





### DARK WHIRLWIND

Magic blades spin around Nier, attacking foes as they repel enemy bullets. If cast during a dash, the attack range briefly widens, and if cast after a weapon attack, the spinning speed accelerates at the expense of its duration. The large spell is especially effective in chaotic battles.



POWER 0.15 MP COST 8

#### Quick Spell

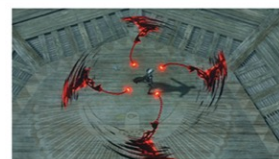
Summons up to three spinning blades, which disperse after a set time or when a different spell is cast.



POWER — MP COST 12/ea

#### Charging

Summon up to four magic orbs around Nier. These orbs are not yet capable of canceling enemy bullets.



POWER 0.15 MP COST —

#### Large Spell

Spinning blades spring from the summoned orbs. These disperse after a set time or when a different spell is cast.



### DARK GLUTTONY

This spell absorbs enemy bullets and turns their magic into an attack beam. The beam's power can be powered up to three levels based on how many bullets were absorbed. It cannot absorb the stronger purple bullets. If you don't have a target locked, you can change the beam's target by moving the camera.



POWER — MP COST 20

#### Quick Spell

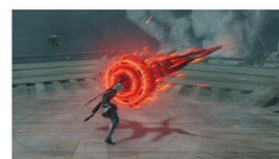
A bullet-absorbing aura surrounds Nier. When it runs out, it unleashes a magic beam with power determined by the amount of absorbed bullets.



POWER — MP COST 12/sec

#### Charging

While charging, an aura with a more limited absorption range than the quick spell is maintained. It ceases absorbing bullets when Nier runs out of MP.



POWER \* MP COST —

#### Large Spell

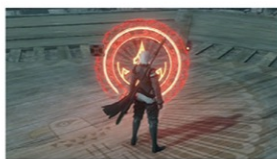
Unleashes a magic beam with power based on the amount of bullets absorbed from the quick spell activation or while charging. There are three levels of power.

\*Level 1: 3.5, Level 2: 7, Level 3: 14



### DARK WALL

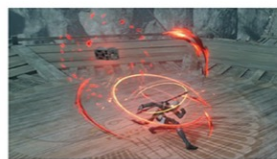
This spell is solely defensive in nature. The quick spell version can block even strong enemy bullets, and the large spell version can also negate physical attacks. Both versions stagger foes when cast, and this will turn into a true knockback effect when cast mid-dash.



POWER — MP COST 8

#### Quick Spell

Nier generates a wall that can block both types of enemy bullets in the direction he's facing. The wall disappears when attacked or after a set duration.



POWER — MP COST 12/lvl

#### Charging

Nier can charge the wall up to four levels. The spell protects from all magic bullets even while charging.



POWER — MP COST —

#### Large Spell

Nier summons a barrier that protects from all directions. It can negate even physical attacks, but only three times before dissipating.



### DARK EXECUTION

Lances emerge from the earth to impale foes. Enemies up to medium size will be temporarily immobilized. The lances emerge as a fan when dashing, or as two lines after a weapon attack. The large spell has a wider effect but leaves you more open to enemy attack.



POWER 0.70 MP COST 24

#### Quick Spell

Eight lances emerge in a line in the direction Nier is facing, impaling any foes they touch.



POWER — MP COST 16/lvl

#### Charging

As Nier charges the spell, the directions in which the lances will emerge expand from two to four to eight.



POWER 0.70 MP COST —

#### Large Spell

Lances burst out in each of up to eight directions, depending on how long they were charged. A line of eight lances emerge for each direction.

## CHECK! The Magical Abilities of Kainé, Emil, and Your Foes

Kainé and Emil each possess three unique magical abilities they'll use based on Nier's orders and battle-field conditions. Enemies fire magic bullets in two colors: red ones that Nier can cancel or absorb with his spells, and darker purple ones that most spells cannot stop.



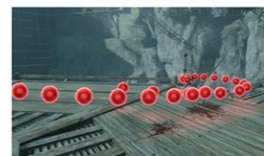
#### Kainé

Kainé only uses attack magic. Those from magic circles are the most powerful.



#### Emil

Emil's spells are mostly attacks, but he has healing magic too.



#### Enemies

Different enemies fire bullets in a variety of different patterns.

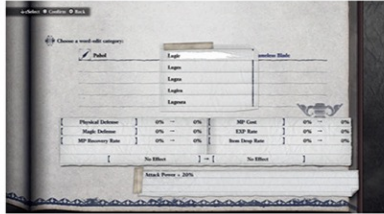
## PLAYBACK NIER: TIPS

To kill the 100 sheep for The Sheep Whisperer trophy/achievement, you'll need to do your hunting during Act I, as sheep no longer appear in Act II. (Technically sheep do appear in the bonus boar-riding quest after fully clearing 15 Nightmares, but they don't count towards the trophy/achievement.)



## WORD EDIT

Words are dropped by defeated enemies and automatically taken. Mechanically, there are distinct first words and second words for weapons, magic, and martial arts, each of which has different effects (as you can see



We suggest boosting Item Drop Rate. It makes healing items easier to come by, making it easier to progress through the story.

on the chart to the right). Special effects like Paralyze, Weaken, and Drain MP granted by a second word can be combined with first words that have the "Level" effect to boost that special effect to the listed level.



The post-game Quest 71 provides a good opportunity to pick up many of the words that you missed earlier.

### Word Effects and What They Affect

| Word Effect       | Target       |
|-------------------|--------------|
| Attack Power      | Weapon       |
| Guard Break       |              |
| Armor Break       |              |
| EXP Rate          |              |
| Item Drop Rate    |              |
| Special Effect    |              |
| Level             | Magic        |
| Magic Power       |              |
| Armor Break       |              |
| MP Cost           |              |
| EXP Rate          |              |
| Item Drop Rate    |              |
| Special Effect    | Martial Arts |
| Level             |              |
| Guard Resistance  |              |
| Physical Strength |              |
| Physical Defense  |              |
| Magic Defense     |              |
| MP Recovery Rate  |              |

### First Words and Their Effects

| Word     | Effect                                        | Chapter        | Dropped By                                              | Location/Odds                                           |
|----------|-----------------------------------------------|----------------|---------------------------------------------------------|---------------------------------------------------------|
| Pah      | Attack Power +2%                              | III            | Light Brawler                                           | The Aerie 100%                                          |
| Paha     | Attack Power +4%                              | V              | Swarm Swordsman                                         | Southern Plains 20%                                     |
| Pahi     | Attack Power +6%                              | X              | Swarm Swordsman                                         | Southern Plains (Cloudy) 7%                             |
| Paho     | Attack Power +8%                              | QUEST 67       | Heavy Intercept Shooter                                 | Barren Temple 100%                                      |
| Pahu     | Attack Power +10%                             | XII / XIV      | Swarm Swordsman / Swarm Swordsman (Sword)               | Southern Plains 10% / Southern Plains (Cloudy) 10%      |
| Pahal    | Attack Power +12%                             | XIV / QUEST 70 | Light Brawler (Armored) / Heavy Intercept Shooter       | Northern Plains (Sunny) 8% / Desert 100%                |
| Pahil    | Attack Power +15%                             | XIII           | Light Brawler                                           | Manor: Underground Facility 3%                          |
| Pahol    | Attack Power +20%                             | XV / XVI       | Light Brawler (Armored)                                 | Lost Shrine: Roof 5% / Northern Plains (Cloudy) 5%      |
| Pahul    | Attack Power +25%                             | XXIII          | Light Brawler (Armored)                                 | Northern Plains (Sunny) 1%                              |
| Pahuloth | Attack Power +30%                             | XXIII          | Swarm Swordsman (Armored)                               | Shadowlord's Castle 3 1%                                |
| Var      | Guard Break +2%                               | VIII           | Heavy Striker (Armored)                                 | The Aerie 100%                                          |
| Vara     | Guard Break +4%                               | VI             | Swarm Swordsman                                         | Northern Plains (Cloudy) 30%                            |
| Vari     | Guard Break +6%                               | X              | Heavy Striker (Armored)                                 | Southern Plains (Cloudy) 12%                            |
| Varo     | Guard Break +8%                               | XI             | Heavy Striker (Armored)                                 | Nier's Village 10%                                      |
| Varu     | Guard Break +10%                              | XIII           | Ultraheavy Swordsman                                    | Manor: Underground Facility 100%                        |
| Varal    | Guard Break +12%                              | XIV            | Light Caster (Armored)                                  | Northern Plains (Sunny) 17%                             |
| Varil    | Guard Break +15%                              | QUEST 57       | Swift Caster                                            | Manor: Study 100%                                       |
| Varol    | Guard Break +20%                              | XV / XIII      | Light Shooter (Armored) / Raid Caster                   | Lost Shrine: Roof 5% / Northern Plains (Cloudy) 5%      |
| Varul    | Guard Break +25%                              | XIV            | Heavy Striker (Armored)                                 | Southern Plains (Sunny) 2%                              |
| Varuloth | Guard Break +30%                              | XXIII          | Raid Caster (Armored)                                   | Lost Shrine: Exterior 1%                                |
| Geb      | Magic Power +2%                               | VIII           | Light Shooter                                           | The Aerie 100%                                          |
| Geba     | Magic Power +4%                               | VI             | Light Shooter                                           | Northern Plains (Cloudy) 8%                             |
| Gebi     | Magic Power +6%                               | X              | Swarm Swordsman                                         | Southern Plains (Cloudy) 7%                             |
| Gebo     | Magic Power +8%                               | XI             | Swift Swordsman                                         | Nier's Village 10%                                      |
| Gebu     | Magic Power +10%                              | XII / XV       | Swift Swordsman (Armored) / Swift Swordsman (Sword)     | Nier's Village 9% / Lost Shrine: Interior 5%            |
| Gebal    | Magic Power +12%                              | XII            | Swift Swordsman                                         | Barren Temple 7%                                        |
| Gebil    | Magic Power +15%                              | XIII           | Heavy Striker                                           | Manor: Underground Facility 5%                          |
| Gebol    | Magic Power +20%                              | XIV            | Heavy Striker (Armored)                                 | Southern Plains (Cloudy) 3%                             |
| Gebul    | Magic Power +25%                              | XVI            | Light Brawler (Armored)                                 | Northern Plains (Cloudy) 1%                             |
| Gebuloth | Magic Power +30%                              | XXIII          | Swift Swordsman                                         | The Aerie 1%                                            |
| Ul       | Armor Break +2%                               | XII            | Ultraheavy Swordsman                                    | Barren Temple 45%                                       |
| Ula      | Armor Break +4%                               | XIII           | Light Brawler                                           | Manor: Underground Facility 8%                          |
| Uli      | Armor Break +6%                               | XIV            | Swarm Swordsman (Armored)                               | Southern Plains (Cloudy) 7%                             |
| Ulo      | Armor Break +8%                               | XV             | Swift Swordsman (Armored)                               | Lost Shrine: Interior 10%                               |
| Ulu      | Armor Break +10%                              | XVI            | Light Shooter (Armored)                                 | Northern Plains (Sunny) 17%                             |
| Ulal     | Armor Break +12%                              | QUEST 56       | Ultraheavy Hammerer                                     | Lost Shrine 1F 100%                                     |
| Uliil    | Armor Break +15%                              | XXIII          | Raid Caster                                             | Lost Shrine: Interior 5%                                |
| Ulol     | Armor Break +20%                              | XVIII          | Swift Swordsman                                         | The Aerie 9%                                            |
| Uluil    | Armor Break +25%                              | XXIII          | Flying Caster (Armored) / Raid Caster (Armored)         | Lost Shrine: Exterior 3% / Lost Shrine: Exterior 2%     |
| Uluoth   | Armor Break +30%                              | XXIII          | Heavy Striker (Armored)                                 | Shadowlord's Castle 2 1%                                |
| Hod      | Guard Resistance +2%                          | V              | Heavy Striker (Armored)                                 | Southern Plains 9%                                      |
| Hoda     | Guard Resistance +4%                          | IV / IX        | Light Brawler / Light Shooter                           | Northern Plains (Cloudy) 8% / Barren Temple 20%         |
| Hodi     | Guard Resistance +6%, Special Effect Lvl. 2   | X              | Heavy Striker (Armored)                                 | Southern Plains (Cloudy) 12%                            |
| Hodo     | Guard Resistance +8%, Special Effect Lvl. 3   | XII / XV       | Swift Swordsman (Armored) / XV: Swift Swordsman (Sword) | Nier's Village 10% / Lost Shrine: Interior 10%          |
| Hodu     | Guard Resistance +10%, Special Effect Lvl. 4  | XV             | Heavy Intercept Shooter                                 | Lost Shrine: Interior 10%                               |
| Hodal    | Guard Resistance +12%, Special Effect Lvl. 5  | XII / XIV      | Swarm Swordsman / Heavy Striker (Armored)               | Lost Shrine: Interior 10% / Southern Plains (Cloudy) 4% |
| Hodil    | Guard Resistance +15%, Special Effect Lvl. 6  | XIII           | Light Brawler                                           | Manor: Underground Facility 3%                          |
| Hodol    | Guard Resistance +20%, Special Effect Lvl. 7  | XV / XX        | Swarm Swordsman (Armored) / Light Brawler (Armored)     | Lost Shrine: Roof 5% / Northern Plains (Sunny) 5%       |
| Hodul    | Guard Resistance +25%, Special Effect Lvl. 8  | XII            | Light Shooter (Armored)                                 | Desert 3%                                               |
| Hoduloth | Guard Resistance +30%, Special Effect Lvl. 9  | XXIII          | Heavy Striker (Armored)                                 | Shadowlord's Castle 2 1%                                |
| Bes      | Physical Strength +2%                         | III            | Heavy Striker (Armored)                                 | The Aerie 100%                                          |
| Besa     | Physical Strength +4%                         | VIII           | Swift Swordsman                                         | Barren Temple 14%                                       |
| Besi     | Physical Strength +6%, Special Effect Lvl. 2  | X              | Ultraheavy Raider                                       | Southern Plains (Cloudy) 35%                            |
| Beso     | Physical Strength +8%, Special Effect Lvl. 3  | XI             | Heavy Striker                                           | Nier's Village 10%                                      |
| Besu     | Physical Strength +10%, Special Effect Lvl. 4 | XII            | Swift Swordsman                                         | Barren Temple 9%                                        |
| Besal    | Physical Strength +12%, Special Effect Lvl. 5 | XIII           | Light Shooter                                           | Manor: Underground Facility 13%                         |
| Besil    | Physical Strength +15%, Special Effect Lvl. 6 | XV / XV        | Light Brawler (Armored) / Light Brawler (Armored)       | Lost Shrine: Roof 20% / Northern Plains (Cloudy) 10%    |
| Besol    | Physical Strength +20%, Special Effect Lvl. 7 | XVI            | Light Brawler (Armored)                                 | Northern Plains (Cloudy) 2%                             |
| Besul    | Physical Strength +25%, Special Effect Lvl. 8 | XXIII          | Swift Swordsman (Armored)                               | The Aerie 2%                                            |
| Besuloth | Physical Strength +30%, Special Effect Lvl. 9 | XXV            | Heavy Striker (Armored)                                 | Shadowlord's Castle 3 3%                                |

#### PLAYBACK NIER: TIPS

To pull off the 100-hit combo for the Combo Master trophy/achievement, battle a solo, fairly easy foe like the Swift Caster that appears in Quest 57, or the end-game armored Goose boss. Set the difficulty to Hard to boost its HP and equip a spear capable of fast combo attacks.

## ❖ Word Effects Explained

- **Attack Power:** Boosts weapon power
- **Magic Power:** Boosts magic power
- **Physical Strength:** Boosts Physical Strength
- **Guard Break:** Boosts Guard Break strength
- **Armor Break:** Boosts Armor Break strength
- **Guard Resistance:** Improves efficacy of guarding, boosts resistance to Guard Break
- **Physical Defense:** Boosts Physical Defense
- **Magic Defense:** Boosts Magic Defense
- **MP Recovery Rate:** Hastens recovery of MP
- **MP Cost:** Reduces MP costs of spells
- **EXP Rate:** Increases EXP gained
- **Item Drop Rate:** Boosts odds of item drops
- **Level:** Changes the level of equipped special effects
- **Special Effect:** Adds a special effect to weapon or magic attacks
  - **Paralyze:** Paralyzes foes, temporarily immobilizing them
  - **Confuse:** Confuses foes, temporarily causing them to attack both foes and allies
  - **Poison:** Poisons foes, continuously dealing damage equal to 5% of their HP
  - **Weaken:** Reduces enemy power by 50%
  - **Drain MP:** Recovers a set amount of MP upon successful attack
  - **Drain HP:** Recovers a set amount of HP upon successful attack

## ❖ Percentage of Damage Dealt That's Absorbed by Drain HP &amp; Drain MP

| Special Effect | Lvl. 1 | Lvl. 2 | Lvl. 3 | Lvl. 4 | Lvl. 5 | Lvl. 6 | Lvl. 7 | Lvl. 8 | Lvl. 9 |
|----------------|--------|--------|--------|--------|--------|--------|--------|--------|--------|
| Drain HP       | 2%     | 3%     | 5%     | 6%     | 8%     | 10%    | 12%    | 15%    | 20%    |
| Drain MP       | 60%    | 78%    | 95%    | 113%   | 130%   | 148%   | 165%   | 183%   | 200%   |

## ❖ Chance per Level of Triggering Special Effects, and Effect Duration

| Special Effect | Lvl. 1     | Lvl. 2     | Lvl. 3      | Lvl. 4      | Lvl. 5      | Lvl. 6      | Lvl. 7      | Lvl. 8      | Lvl. 9      |
|----------------|------------|------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|
| Paralyze       | 5%/3 sec.  | 8%/3 sec.  | 10%/3 sec.  | 13%/5 sec.  | 15%/5 sec.  | 18%/5 sec.  | 20%/10 sec. | 22%/10 sec. | 25%/10 sec. |
| Confuse        | 5%/5 sec.  | 8%/5 sec.  | 10%/5 sec.  | 13%/5 sec.  | 15%/10 sec. | 18%/10 sec. | 20%/10 sec. | 22%/15 sec. | 25%/20 sec. |
| Poison         | 5%/30 sec. | 8%/30 sec. | 10%/30 sec. | 13%/30 sec. | 15%/30 sec. | 18%/30 sec. | 20%/30 sec. | 22%/60 sec. | 25%/90 sec. |
| Weaken         | 5%/5 sec.  | 8%/5 sec.  | 10%/5 sec.  | 13%/5 sec.  | 15%/10 sec. | 18%/10 sec. | 20%/10 sec. | 22%/15 sec. | 25%/20 sec. |

## ❖ Second Words and Their Effects

| Word        | Effect                                          | Chapter       | Dropped By                                          | Location/Odds                                                |
|-------------|-------------------------------------------------|---------------|-----------------------------------------------------|--------------------------------------------------------------|
| Lug         | MP Cost -2%                                     | III           | Light Brawler                                       | Northern Plains (Cloudy) 6%                                  |
| Lugir       | MP Cost -4%                                     | V             | Swarm Swordsman                                     | Southern Plains 5%                                           |
| Luges       | MP Cost -6%                                     | VIII          | Swarm Swordsman                                     | Northern Plains (Cloudy) 4%                                  |
| Lugka       | MP Cost -8%                                     | XI            | Swift Swordsman                                     | Nier's Village 5%                                            |
| Lugza       | MP Cost -10%                                    | XII           | Light Brawler                                       | Northern Plains 40%                                          |
| Lugira      | MP Cost -12%                                    | XII / XIV     | Heavy Striker (Armored) / Heavy Striker (Armored)   | Southern Plains 3% / Southern Plains (Sunny) 3%              |
| Lugesra     | MP Cost -15%                                    | XIII / XVII   | Ultraheavy Swordsman / Swift Swordsman (Sword)      | Manor: Underground Facility 20% / The Aerie 5%               |
| Lugkarr     | MP Cost -20%                                    | XIV           | Heavy Striker (Armored)                             | Southern Plains (Sunny) 2%                                   |
| Lugzarr     | MP Cost -25%                                    | XV / XXIII    | Light Shooter (Armored) / Raid Caster               | Lost Shrine: Roof 3% / Northern Plains (Cloudy) 3%           |
| Lugzarken   | MP Cost -30%                                    | XXIII         | Swift Swordsman (Armored)                           | Lost Shrine: Exterior 1%                                     |
| Ot          | EXP Rate +2%                                    | VIII          | Ultraheavy Hammerer                                 | Barren Temple 30%                                            |
| Otir        | EXP Rate +4%                                    | X             | Heavy Striker                                       | Manor 30%                                                    |
| Otes        | EXP Rate +6%                                    | XI            | Swift Caster                                        | Nier's Village 60%                                           |
| Otka        | EXP Rate +8%                                    | XII           | Swift Caster                                        | Northern Plains (Cloudy) 10%                                 |
| Otza        | EXP Rate +10%                                   | Quest 68      | Heavy Intercept Shooter                             | Barren Temple 100%                                           |
| Oтира       | EXP Rate +12%                                   | XIV           | Swarm Swordsman (Armored)                           | Southern Plains (Cloudy) 10%                                 |
| Otesra      | EXP Rate +15%                                   | XV / XXIII    | Swarm Swordsman (Armored) / Light Brawler (Armored) | Lost Shrine: Roof 20% / Northern Plains (Sunny) 10%          |
| Otkarr      | EXP Rate +20%                                   | XII           | Light Shooter (Armored)                             | Desert 3%                                                    |
| Otzarr      | EXP Rate +25%                                   | XVIII         | Swift Swordsman (Armored)                           | The Aerie 3%                                                 |
| Otzarken    | EXP Rate +30%                                   | XXIII         | Heavy Striker (Armored)                             | Shadowlord's Castle 2 1%                                     |
| Mah         | Item Drop Rate +2%                              | III           | Light Shooter                                       | The Aerie 20%                                                |
| Mahir       | Item Drop Rate +4%                              | VIII          | Swift Swordsman                                     | Barren Temple 9%                                             |
| Mahes       | Item Drop Rate +6%                              | X             | Heavy Striker                                       | Manor 7%                                                     |
| Mahka       | Item Drop Rate +8%                              | XII           | Swift Caster                                        | Northern Plains 40%                                          |
| Mahza       | Item Drop Rate +10%                             | XXIII         | Heavy Intercept Shooter                             | Lost Shrine: Interior 14%                                    |
| Mahira      | Item Drop Rate +12%                             | XIII          | Light Brawler                                       | Manor: Underground Facility 20%                              |
| Mahesra     | Item Drop Rate +15%                             | XIV           | Ultraheavy Raider (Armored)                         | Southern Plains (Sunny) 20%                                  |
| Mahkarr     | Item Drop Rate +20%                             | XXIII         | Flying Caster (Armored)                             | Desert 8%                                                    |
| Mahzarr     | Item Drop Rate +25%                             | XVIII         | Swift Swordsman                                     | The Aerie 3%                                                 |
| Mahzarken   | Item Drop Rate +30%                             | XXIII         | Swift Swordsman (Armored)                           | Lost Shrine: Roof 1%                                         |
| Ashur       | Physical Defense +2%, Special Effect: Paralyze  | IV / IX       | Light Brawler / Light Shooter                       | Northern Plains (Cloudy) 30% / Barren Temple 20%             |
| Ashurir     | Physical Defense +4%, Special Effect: Confuse   | VI / Quest 71 | Light Caster / Heavy Striker (Armored)              | The Aerie 100% / Tokyo 3%                                    |
| Ashures     | Physical Defense +6%, Special Effect: Poison    | XI            | Heavy Striker (Armored)                             | Nier's Village 30%                                           |
| Ashurka     | Physical Defense +8%, Special Effect: Weaken    | Quest 53      | Ultraheavy Raider (Armored)                         | Northern Plains 100%                                         |
| Ashurza     | Physical Defense +10%, Special Effect: Drain MP | XXIII         | Heavy Intercept Shooter                             | Lost Shrine: Interior 14%                                    |
| Ashurira    | Physical Defense +12%, Special Effect: Drain HP | XIV           | Light Caster (Armored)                              | Northern Plains (Sunny) 10%                                  |
| Ashuresra   | Physical Defense +15%                           | XIV           | Heavy Striker (Armored)                             | Southern Plains (Cloudy) 3%                                  |
| Ashurkarr   | Physical Defense +20%                           | XV            | Swift Swordsman (Armored)                           | Lost Shrine: Roof 2%                                         |
| Ashurzarr   | Physical Defense +25%                           | XXIII         | Swift Swordsman (Armored)                           | Lost Shrine: Interior 3%                                     |
| Ashurzarken | Physical Defense +30%                           | XXIII         | Raid Caster                                         | Lost Shrine: Interior 1%                                     |
| Kon         | Magic Defense +2%, Special Effect: Poison       | VI            | Light Shooter                                       | Northern Plains (Cloudy) 30%                                 |
| Konir       | Magic Defense +4%, Special Effect: Paralyze     | VIII          | Ultraheavy Hammerer                                 | Barren Temple 25%                                            |
| Kones       | Magic Defense +6%, Special Effect: Confuse      | XI            | Heavy Striker                                       | Nier's Village 7%                                            |
| Konka       | Magic Defense +8%, Special Effect: Weaken       | XIV           | Light Brawler (Armored)                             | Northern Plains (Sunny) 3%                                   |
| Konza       | Magic Defense +10%, Special Effect: MP Drain    | XV            | Heavy Intercept Shooter                             | Lost Shrine: Interior 20%                                    |
| Konira      | Magic Defense +12%, Special Effect: HP Drain    | XIII          | Ultraheavy Swordsman / XIV: Heavy Striker (Armored) | Manor: Underground Facility 80% / Southern Plains (Sunny) 4% |
| Konesra     | Magic Defense +15%                              | XV            | Swift Swordsman (Armored)                           | Lost Shrine: Interior 3%                                     |
| Konkarr     | Magic Defense +20%                              | Quest 68      | Heavy Intercept Shooter                             | Barren Temple: Hall 100%                                     |
| Konzarr     | Magic Defense +25%                              | XVI           | Light Shooter (Armored)                             | Northern Plains (Sunny) 2%                                   |
| Konzarken   | Magic Defense +30%                              | XXIII         | Raid Caster                                         | Northern Plains (Cloudy) 1%                                  |
| Sol         | MP Recovery Rate +2%, Special Effect: Confuse   | V             | Heavy Striker (Armored)                             | Southern Plains 30%                                          |
| Solir       | MP Recovery Rate +4%, Special Effect: Poison    | VI / Quest 71 | Light Shooter / Swarm Swordsman                     | The Aerie 50% / Tokyo 3%                                     |
| Solles      | MP Recovery Rate +6%, Special Effect: Paralyze  | X             | Ultraheavy Raider                                   | Southern Plains (Cloudy) 50%                                 |
| Solka       | MP Recovery Rate +8%, Special Effect: Weaken    | XI            | Swift Caster                                        | Nier's Village 40%                                           |
| Solza       | MP Recovery Rate +10%, Special Effect: MP Drain | XII           | Ultraheavy Swordsman                                | Barren Temple 10%                                            |
| Solira      | MP Recovery Rate +12%, Special Effect: HP Drain | Quest 55      | Ultraheavy Hammerer (Armored)                       | Southern Plains 100%                                         |
| Solesra     | MP Recovery Rate +15%                           | XIV           | Ultraheavy Raider (Armored)                         | Southern Plains (Sunny) 40%                                  |
| Solkarr     | MP Recovery Rate +20%                           | XV            | Swift Swordsman (Armored)                           | Lost Shrine: Roof 2%                                         |
| Solzarr     | MP Recovery Rate +25%                           | XVIII         | Swift Swordsman                                     | The Aerie 4%                                                 |
| Solzarken   | MP Recovery Rate +30%                           | XXIII         | Swift Caster (Armored)                              | Lost Shrine: Roof 1%                                         |
| Ashurfarra  | MP Recovery Rate +20%, Special Effect: HP Drain | XX            | Louise                                              | Post-boss battle 100%                                        |

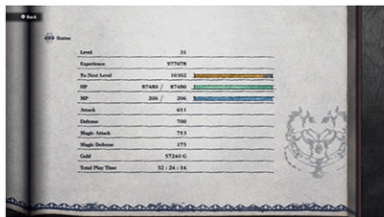
## PLAYBACK NIER: TIPS

You won't be able to earn the Daredevil achievement/trophy while playing as Nier. See page 151 for details.



## LEVEL AND STATS

Nier earns EXP for slaying foes, and when he earns certain amounts, he gains a level and his stats increase as shown on the chart to the right. As Nier levels up, Kainé and Emil's levels rise along with his. Everyone's HP and MP are completely refilled upon gaining a level. Note that while it's game over if Nier runs out of HP, his companions simply collapse for a while before rising again.



Experience points (EXP) needed to reach the next level can be seen on the Status screen in the Notes section of the Grimoire Weiss menu.

### Explanation of Stats

- **Level:** Indicates the character's overall strength.
- **EXP Needed:** The amount of EXP you need to acquire to level up.
- **Max HP:** Characters lose HP as they're attacked or take damage from things like Poison. Recovery items can restore lost HP.
- **Max MP:** Casting spells reduces MP. Lost MP recovers over time and can be absorbed from Shade blood and gaining levels.
- **Base Attack Power:** This value is added to a weapon's power to determine the damage it deals.
- **Base Magic Power:** This value is added to a spell's power to determine the damage it deals.
- **Base Guard Break Power:** This value is added to a weapon's Guard Break stat to determine the ease of breaking an enemy's block.
- **Base Armor Break Power:** This value is added to a weapon's Armor Break stat to determine the ease of breaking an enemy's armor.
- **Max Guard Endurance:** The higher this value, the longer you can continuously block enemy attacks without having your guard broken.
- **Physical Defense:** This indicates resistance to physical attacks. The higher the value, the less damage you'll receive.
- **Magic Defense:** This indicates resistance to magic attacks. The higher the value, the less damage you'll receive.
- **Physical Strength (kg):** This stat affects the speed with which Nier can swing his weapon. Higher values lead to faster weapon strikes.

### Nier's Stats

| Lvl. | EXP Needed to Level Up | Max HP | Max MP | Max Guard Value | Base Attack Power | Base Magic Power | Base Guard Break Power | Base Armor Break Power | Max Guard Endurance | Physical Defense | Magic Defense | Physical Strength (kg) |
|------|------------------------|--------|--------|-----------------|-------------------|------------------|------------------------|------------------------|---------------------|------------------|---------------|------------------------|
| 1    | 30                     | 100    | 50     | 100             | 9                 | 10               | 10                     | 10                     | 100                 | 1                | 0             | 20                     |
| 2    | 240                    | 150    | 50.35  | 120             | 11                | 15               | 18                     | 11                     | 120                 | 1                | 0             | 20                     |
| 3    | 850                    | 200    | 51.05  | 140             | 14                | 20               | 21                     | 12                     | 140                 | 2                | 0             | 20                     |
| 4    | 2060                   | 250    | 52.1   | 160             | 16                | 25               | 25                     | 13                     | 160                 | 2                | 1             | 21                     |
| 5    | 4070                   | 300    | 53.5   | 180             | 18                | 30               | 29                     | 14                     | 180                 | 2                | 1             | 21                     |
| 6    | 7080                   | 420    | 55.25  | 200             | 22                | 36               | 33                     | 15                     | 200                 | 3                | 1             | 21                     |
| 7    | 11290                  | 540    | 57.35  | 220             | 25                | 42               | 36                     | 16                     | 220                 | 4                | 1             | 22                     |
| 8    | 16900                  | 660    | 59.8   | 240             | 29                | 48               | 40                     | 17                     | 240                 | 5                | 1             | 22                     |
| 9    | 24110                  | 780    | 62.6   | 260             | 32                | 54               | 44                     | 18                     | 260                 | 6                | 2             | 22                     |
| 10   | 33120                  | 900    | 65.75  | 280             | 36                | 60               | 48                     | 19                     | 280                 | 7                | 2             | 23                     |
| 11   | 44130                  | 1260   | 69.25  | 300             | 43                | 72               | 51                     | 20                     | 300                 | 10               | 3             | 23                     |
| 12   | 57340                  | 1620   | 73.1   | 320             | 50                | 84               | 55                     | 21                     | 320                 | 13               | 3             | 23                     |
| 13   | 72950                  | 1980   | 77.3   | 340             | 58                | 96               | 59                     | 22                     | 340                 | 16               | 4             | 24                     |
| 14   | 91160                  | 2340   | 81.85  | 360             | 65                | 108              | 63                     | 23                     | 360                 | 19               | 5             | 24                     |
| 15   | 112170                 | 2700   | 86.75  | 380             | 72                | 120              | 66                     | 24                     | 380                 | 22               | 5             | 25                     |
| 16   | 136180                 | 3780   | 92     | 400             | 86                | 144              | 70                     | 25                     | 400                 | 30               | 8             | 25                     |
| 17   | 163390                 | 4860   | 97.6   | 420             | 101               | 168              | 74                     | 26                     | 420                 | 39               | 10            | 26                     |
| 18   | 194000                 | 5940   | 103.55 | 440             | 115               | 192              | 78                     | 27                     | 440                 | 48               | 12            | 26                     |
| 19   | 228210                 | 7020   | 109.85 | 460             | 130               | 216              | 81                     | 28                     | 460                 | 56               | 14            | 27                     |
| 20   | 266220                 | 8100   | 116.5  | 480             | 144               | 240              | 85                     | 29                     | 480                 | 65               | 16            | 28                     |
| 21   | 308230                 | 11340  | 123.5  | 500             | 173               | 278              | 89                     | 30                     | 500                 | 91               | 23            | 29                     |
| 22   | 354440                 | 14580  | 130.85 | 520             | 202               | 317              | 93                     | 31                     | 520                 | 117              | 29            | 31                     |
| 23   | 405050                 | 17820  | 138.55 | 540             | 230               | 355              | 96                     | 32                     | 540                 | 143              | 36            | 32                     |
| 24   | 460260                 | 21060  | 146.6  | 560             | 259               | 394              | 100                    | 33                     | 560                 | 168              | 42            | 33                     |
| 25   | 520270                 | 24300  | 155    | 580             | 288               | 432              | 104                    | 34                     | 580                 | 194              | 49            | 34                     |
| 26   | 585280                 | 34020  | 163.75 | 600             | 346               | 475              | 108                    | 35                     | 600                 | 272              | 68            | 34                     |
| 27   | 655490                 | 43740  | 172.85 | 620             | 403               | 518              | 111                    | 36                     | 620                 | 350              | 87            | 35                     |
| 28   | 731100                 | 53460  | 182.3  | 640             | 461               | 562              | 115                    | 37                     | 640                 | 428              | 107           | 35                     |
| 29   | 812310                 | 63180  | 192.1  | 660             | 518               | 605              | 119                    | 38                     | 660                 | 505              | 126           | 35                     |
| 30   | 899320                 | 72900  | 200    | 680             | 576               | 648              | 123                    | 39                     | 680                 | 583              | 146           | 36                     |
| 31   | 987380                 | 87480  | 206.21 | 700             | 611               | 713              | 126                    | 40                     | 700                 | 700              | 175           | 36                     |
| 32   | 1076525                | 102060 | 212.33 | 720             | 645               | 778              | 130                    | 41                     | 720                 | 816              | 204           | 36                     |
| 33   | 1166790                | 116640 | 218.36 | 740             | 680               | 842              | 134                    | 42                     | 740                 | 933              | 233           | 36                     |
| 34   | 1258210                | 131220 | 224.3  | 760             | 714               | 907              | 138                    | 43                     | 760                 | 1050             | 262           | 37                     |
| 35   | 1350820                | 145800 | 230.15 | 780             | 749               | 972              | 141                    | 44                     | 780                 | 1166             | 292           | 37                     |
| 36   | 1444655                | 160380 | 235.91 | 800             | 779               | 1011             | 145                    | 45                     | 800                 | 1283             | 321           | 37                     |
| 37   | 1539750                | 174960 | 241.58 | 820             | 809               | 1050             | 149                    | 46                     | 820                 | 1400             | 350           | 37                     |
| 38   | 1636140                | 189540 | 247.16 | 840             | 839               | 1089             | 153                    | 47                     | 840                 | 1516             | 379           | 37                     |
| 39   | 1733860                | 204120 | 252.65 | 860             | 869               | 1128             | 156                    | 48                     | 860                 | 1633             | 408           | 37                     |
| 40   | 1832945                | 218700 | 258.05 | 880             | 899               | 1166             | 160                    | 49                     | 880                 | 1750             | 437           | 38                     |
| 41   | 1933430                | 233280 | 263.36 | 900             | 917               | 1178             | 164                    | 50                     | 900                 | 1855             | 464           | 38                     |
| 42   | 2035350                | 249444 | 268.58 | 920             | 935               | 1190             | 168                    | 51                     | 920                 | 1960             | 490           | 38                     |
| 43   | 2138740                | 258066 | 273.71 | 940             | 952               | 1201             | 171                    | 52                     | 940                 | 2065             | 516           | 38                     |
| 44   | 2243635                | 271188 | 278.75 | 960             | 970               | 1213             | 175                    | 53                     | 960                 | 2170             | 542           | 38                     |
| 45   | 2350070                | 284310 | 283.7  | 980             | 988               | 1225             | 179                    | 54                     | 980                 | 2274             | 569           | 38                     |
| 46   | 2458080                | 295682 | 288.56 | 1000            | 1008              | 1227             | 183                    | 55                     | 1000                | 2365             | 591           | 38                     |
| 47   | 2567700                | 307055 | 293.33 | 1020            | 1028              | 1230             | 186                    | 56                     | 1020                | 2456             | 614           | 38                     |
| 48   | 2678965                | 318427 | 298.01 | 1040            | 1048              | 1232             | 190                    | 57                     | 1040                | 2547             | 637           | 38                     |
| 49   | 2791910                | 329800 | 302.6  | 1060            | 1067              | 1235             | 194                    | 58                     | 1060                | 2638             | 660           | 38                     |
| 50   | 2906570                | 341172 | 307.1  | 1080            | 1087              | 1237             | 198                    | 59                     | 1080                | 2729             | 682           | 39                     |
| 51   | 3022980                | 347995 | 311.51 | 1100            | 1105              | 1239             | 201                    | 60                     | 1100                | 2784             | 696           | 39                     |
| 52   | 3141175                | 354819 | 315.83 | 1120            | 1122              | 1242             | 205                    | 61                     | 1120                | 2839             | 710           | 39                     |
| 53   | 3261190                | 361642 | 320.06 | 1140            | 1139              | 1244             | 209                    | 62                     | 1140                | 2893             | 723           | 39                     |
| 54   | 3383060                | 368466 | 324.2  | 1160            | 1157              | 1247             | 213                    | 63                     | 1160                | 2948             | 737           | 39                     |
| 55   | 3506820                | 375289 | 328.25 | 1180            | 1174              | 1249             | 216                    | 64                     | 1180                | 3002             | 751           | 39                     |
| 56   | 3632505                | 379042 | 332.21 | 1200            | 1186              | 1252             | 220                    | 65                     | 1200                | 3032             | 758           | 39                     |
| 57   | 3760150                | 382795 | 336.08 | 1220            | 1198              | 1254             | 224                    | 66                     | 1220                | 3062             | 766           | 39                     |
| 58   | 3889790                | 386548 | 339.86 | 1240            | 1209              | 1257             | 228                    | 67                     | 1240                | 3092             | 773           | 39                     |
| 59   | 4021460                | 390301 | 343.55 | 1260            | 1221              | 1259             | 231                    | 68                     | 1260                | 3122             | 781           | 39                     |
| 60   | 4155195                | 394054 | 347.15 | 1280            | 1233              | 1262             | 235                    | 69                     | 1280                | 3152             | 788           | 39                     |
| 61   | 4289596                | 395630 | 350.66 | 1300            | 1238              | 1264             | 239                    | 70                     | 1300                | 3165             | 791           | 39                     |
| 62   | 4424674                | 397206 | 354.08 | 1320            | 1243              | 1267             | 243                    | 71                     | 1320                | 3178             | 794           | 39                     |
| 63   | 4560440                | 398782 | 357.41 | 1340            | 1248              | 1269             | 246                    | 72                     | 1340                | 3190             | 798           | 39                     |
| 64   | 4696906                | 400359 | 360.65 | 1360            | 1253              | 1272             | 250                    | 73                     | 1360                | 3203             | 801           | 39                     |
| 65   | 4834082                | 401935 | 363.8  | 1380            | 1258              | 1274             | 254                    | 74                     | 1380                | 3215             | 804           | 40                     |
| 66   | 4971979                | 402739 | 366.86 | 1400            | 1260              | 1277             | 258                    | 75                     | 1400                | 3222             | 805           | 40                     |
| 67   | 5110609                | 403542 | 369.83 | 1420            | 1263              | 1280             | 261                    | 76                     | 1420                | 3228             | 807           | 40                     |
| 68   | 5249883                | 404346 | 372.71 | 1440            | 1265              | 1282             | 265                    | 77                     | 1440                | 3235             | 809           | 40                     |
| 69   | 5390112                | 405150 | 375.5  | 1460            | 1268              | 1285             | 269                    | 78                     | 1460                | 3241             | 810           | 40                     |
| 70   | 5531006                | 405954 | 378.2  | 1480            | 1270              | 1287             | 273                    | 79                     | 1480                | 3248             | 812           | 40                     |
| 71   | 5672677                | 406766 | 380.81 | 1500            | 1273              | 1290             | 276                    | 80                     | 1500                | 3254             | 814           | 40                     |
| 72   | 5815137                | 407578 | 383.33 | 1520            | 1275              | 1292             | 280                    | 81                     | 1520                | 3261             | 815           | 40                     |
| 73   | 5958395                | 408390 | 385.76 | 1540            | 1278              | 1295             | 284                    | 82                     | 1540                | 3267             | 817           | 40                     |
| 74   | 6102464                | 409202 | 388.1  | 1560            | 1280              | 1297             | 288                    | 83                     | 1560                | 3274             | 818           | 40                     |
| 75   | 6247355                | 410014 | 390.35 | 1580            | 1283              | 1300             | 291                    | 84                     | 1580                | 3280             | 820           | 40                     |
| 76   | 6393078                | 410834 | 392.51 | 1600            | 1285              | 1303             | 295                    | 85                     | 1600                | 3287             | 822           | 40                     |
| 77   | 6539644                | 411654 | 394.58 | 1620            | 1288              | 1305             | 299                    | 86                     | 1620                | 3293             | 823           | 40                     |
| 78   | 6687065                | 412474 | 396.56 | 1640            | 1291              | 1308             | 303                    | 87                     | 1640                | 3300             | 825           | 40                     |
| 79   | 6835352                | 413294 | 398.45 | 1660            | 1293              | 1310             | 306                    | 88                     | 1660                | 3306             | 827           | 40                     |
| 80   | 6984516                | 414114 | 400.25 | 1680            | 1296              | 1313             | 310                    | 89                     | 1680                | 3313             | 828           | 40                     |
| 81   | 7134568                | 414942 | 401.96 | 1700            | 1298              | 1316             | 314                    | 90                     | 1700                | 3320             | 830           | 40                     |
| 82   | 7285518                | 415770 | 403.58 | 1720            | 1301              | 1318             | 318                    | 91                     | 1720                | 3326             | 832           | 40                     |
| 83   | 7437380                | 416598 | 405.11 | 1740            | 1303              | 1321             | 321                    | 92                     | 1740                | 3333             | 833           | 40                     |
| 84   | 7590162                | 417427 | 406.55 | 1760            | 1306              | 1324             | 325                    | 93                     | 1760                | 3339             | 835           | 40                     |
| 85   | 7743877                | 418255 | 407.9  | 1780            | 1309              | 1326             | 329                    | 94                     | 1780                | 3346             | 837           | 40                     |
| 86   | 7898535                | 419091 | 409.16 | 1800            | 1311              | 1329             | 333                    | 95                     | 1800                | 3353             | 838           | 40                     |
| 87   | 8054148                | 419928 | 410.33 | 1820            | 1314              | 1332             | 336                    | 96                     | 1820                | 3359             | 840           | 40                     |
| 88   | 8210726                | 420764 | 411.41 | 1840            | 1317              | 1334             | 340                    | 97                     | 1840                | 3366             | 842           | 40                     |
| 89   | 8368281                | 421601 | 412.4  | 1860            | 1319              | 1337             | 344                    | 98                     | 1860                | 3373             | 843           | 40                     |
| 90   | 8526824                | 422437 | 413.3  | 1880            | 1322              | 1339             | 348                    | 99                     | 1880                | 3379             | 845           | 40                     |
| 91   | 8686367                | 423282 | 414.11 | 1900            | 1324              | 1342             | 351                    | 100                    | 1900                | 3386             | 847           | 40                     |
| 92   | 8846919                | 424127 | 414.83 | 1920            | 1327              | 1345             | 355                    | 101                    | 1920                | 3393             | 848           | 40                     |
| 93   | 9008492                | 424972 | 415.46 | 1940            | 1330              | 1347             | 359                    | 102                    | 1940                | 3400             | 850           | 40                     |
| 94   | 9171098                | 425817 | 416    | 1960            | 1332              | 1350             | 363                    | 103                    | 1960                | 3407             | 852           | 40                     |
| 95   | 9334747                | 426662 | 416.45 | 1980            | 1335              | 1353             | 366                    | 104                    | 1980                | 3413             | 853           | 40                     |
| 96   | 9499451                | 427515 | 416.81 | 2000            | 1338              | 1356             | 370                    | 105                    | 2000                | 3420             | 855           | 40                     |
| 97   | 9665220                | 428368 | 417.08 | 2020            | 1340              | 1358             | 374                    | 106                    | 2020                | 3427             | 857           | 40                     |
| 98   | 9832066                | 429222 | 417.26 | 2040            | 1343              | 1361             | 378                    | 107                    | 2040                | 3434             | 858           | 40                     |
| 99   | 9999999                | 430075 | 417.35 | 2060            | 1346              | 1364             | 381                    | 108                    | 2060                | 3441             | 860           | 40                     |

## Kainé's Stats

| Lvl. | Max HP | Max MP | Weapon Power | Magic Power | Guard Break Power | Armor Break | Max Guard Break Endurance | Magic Defense |
|------|--------|--------|--------------|-------------|-------------------|-------------|---------------------------|---------------|
| 1    | 100    | 100    | 5            | 2           | 10                | 10          | 20                        | 20            |
| 2    | 150    | 150    | 6            | 3           | 11                | 11          | 25                        | 25            |
| 3    | 200    | 200    | 7            | 4           | 12                | 12          | 30                        | 30            |
| 4    | 249    | 250    | 8            | 5           | 13                | 13          | 35                        | 35            |
| 5    | 299    | 300    | 9            | 6           | 14                | 14          | 40                        | 40            |
| 6    | 419    | 420    | 11           | 7           | 15                | 15          | 45                        | 45            |
| 7    | 539    | 540    | 13           | 8           | 16                | 16          | 50                        | 50            |
| 8    | 658    | 660    | 14           | 10          | 17                | 17          | 55                        | 55            |
| 9    | 778    | 780    | 16           | 11          | 18                | 18          | 60                        | 60            |
| 10   | 898    | 900    | 18           | 12          | 19                | 19          | 65                        | 65            |
| 11   | 1257   | 1260   | 22           | 14          | 20                | 20          | 70                        | 70            |
| 12   | 1616   | 1620   | 25           | 17          | 21                | 21          | 75                        | 75            |
| 13   | 1975   | 1980   | 29           | 19          | 22                | 22          | 80                        | 80            |
| 14   | 2334   | 2340   | 32           | 22          | 23                | 23          | 85                        | 85            |
| 15   | 2693   | 2700   | 36           | 24          | 24                | 24          | 90                        | 90            |
| 16   | 3771   | 3780   | 43           | 29          | 25                | 25          | 95                        | 95            |
| 17   | 4848   | 4860   | 50           | 34          | 26                | 26          | 100                       | 100           |
| 18   | 5925   | 5940   | 58           | 38          | 27                | 27          | 105                       | 105           |
| 19   | 7002   | 7020   | 65           | 43          | 28                | 28          | 110                       | 110           |
| 20   | 8080   | 8100   | 72           | 48          | 29                | 29          | 115                       | 115           |
| 21   | 11312  | 11340  | 86           | 56          | 30                | 30          | 120                       | 120           |
| 22   | 14544  | 14580  | 101          | 63          | 31                | 31          | 125                       | 125           |
| 23   | 17775  | 17820  | 115          | 71          | 32                | 32          | 130                       | 130           |
| 24   | 21007  | 21060  | 130          | 79          | 33                | 33          | 135                       | 135           |
| 25   | 24239  | 24300  | 144          | 86          | 34                | 34          | 140                       | 140           |
| 26   | 33935  | 34020  | 173          | 95          | 35                | 35          | 145                       | 145           |
| 27   | 43631  | 43740  | 202          | 104         | 36                | 36          | 150                       | 150           |
| 28   | 53326  | 53460  | 230          | 112         | 37                | 37          | 155                       | 155           |
| 29   | 63022  | 63180  | 259          | 121         | 38                | 38          | 160                       | 160           |
| 30   | 72718  | 72900  | 288          | 130         | 39                | 39          | 165                       | 165           |
| 31   | 87261  | 87480  | 305          | 143         | 40                | 40          | 170                       | 170           |
| 32   | 101805 | 102060 | 323          | 156         | 41                | 41          | 175                       | 175           |
| 33   | 116348 | 116640 | 340          | 168         | 42                | 42          | 180                       | 180           |
| 34   | 130892 | 131220 | 357          | 181         | 43                | 43          | 185                       | 185           |
| 35   | 145436 | 145800 | 374          | 194         | 44                | 44          | 190                       | 190           |
| 36   | 159979 | 160380 | 389          | 202         | 45                | 45          | 195                       | 195           |
| 37   | 174523 | 174960 | 404          | 210         | 46                | 46          | 200                       | 200           |
| 38   | 189066 | 189540 | 419          | 218         | 47                | 47          | 205                       | 205           |
| 39   | 203610 | 204120 | 434          | 226         | 48                | 48          | 210                       | 210           |
| 40   | 218153 | 218700 | 449          | 233         | 49                | 49          | 215                       | 215           |
| 41   | 231242 | 231822 | 458          | 236         | 50                | 50          | 220                       | 220           |
| 42   | 244332 | 244944 | 467          | 238         | 51                | 51          | 225                       | 225           |
| 43   | 257421 | 258066 | 476          | 240         | 52                | 52          | 230                       | 230           |
| 44   | 270510 | 271188 | 485          | 243         | 53                | 53          | 235                       | 235           |
| 45   | 283599 | 284310 | 494          | 245         | 54                | 54          | 240                       | 240           |
| 46   | 294943 | 295682 | 504          | 245         | 55                | 55          | 245                       | 245           |
| 47   | 306287 | 307055 | 514          | 246         | 56                | 56          | 250                       | 250           |
| 48   | 317631 | 318427 | 524          | 246         | 57                | 57          | 255                       | 255           |
| 49   | 328975 | 329800 | 534          | 247         | 58                | 58          | 260                       | 260           |
| 50   | 340319 | 341172 | 544          | 247         | 59                | 59          | 265                       | 265           |
| 51   | 347125 | 347995 | 552          | 248         | 60                | 60          | 270                       | 270           |
| 52   | 353932 | 354819 | 561          | 248         | 61                | 61          | 275                       | 275           |
| 53   | 360738 | 361642 | 570          | 249         | 62                | 62          | 280                       | 280           |
| 54   | 367545 | 368466 | 578          | 249         | 63                | 63          | 285                       | 285           |
| 55   | 374351 | 375289 | 587          | 250         | 64                | 64          | 290                       | 290           |
| 56   | 378094 | 379042 | 593          | 250         | 65                | 65          | 295                       | 295           |
| 57   | 381838 | 382795 | 599          | 251         | 66                | 66          | 300                       | 300           |
| 58   | 385582 | 386548 | 605          | 251         | 67                | 67          | 305                       | 305           |
| 59   | 389325 | 390301 | 611          | 252         | 68                | 68          | 310                       | 310           |
| 60   | 393069 | 394054 | 616          | 252         | 69                | 69          | 315                       | 315           |
| 61   | 396813 | 397806 | 619          | 253         | 70                | 70          | 320                       | 320           |
| 62   | 396213 | 397206 | 621          | 253         | 71                | 71          | 325                       | 325           |
| 63   | 397785 | 398782 | 624          | 254         | 72                | 72          | 330                       | 330           |
| 64   | 399358 | 400359 | 626          | 254         | 73                | 73          | 335                       | 335           |
| 65   | 400930 | 401935 | 629          | 255         | 74                | 74          | 340                       | 340           |
| 66   | 401732 | 402739 | 630          | 255         | 75                | 75          | 345                       | 345           |
| 67   | 402534 | 403542 | 631          | 256         | 76                | 76          | 350                       | 350           |
| 68   | 403335 | 404346 | 633          | 256         | 77                | 77          | 355                       | 355           |
| 69   | 404137 | 405150 | 634          | 257         | 78                | 78          | 360                       | 360           |
| 70   | 404939 | 405954 | 635          | 257         | 79                | 79          | 365                       | 365           |
| 71   | 405749 | 406766 | 636          | 258         | 80                | 80          | 370                       | 370           |
| 72   | 406559 | 407578 | 638          | 258         | 81                | 81          | 375                       | 375           |
| 73   | 407369 | 408390 | 639          | 259         | 82                | 82          | 380                       | 380           |
| 74   | 408179 | 409202 | 640          | 259         | 83                | 83          | 385                       | 385           |
| 75   | 408989 | 410014 | 641          | 260         | 84                | 84          | 390                       | 390           |
| 76   | 409807 | 410834 | 643          | 261         | 85                | 85          | 395                       | 395           |
| 77   | 410625 | 411654 | 644          | 261         | 86                | 86          | 400                       | 400           |
| 78   | 411443 | 412474 | 645          | 262         | 87                | 87          | 405                       | 405           |
| 79   | 412260 | 413294 | 647          | 262         | 88                | 88          | 410                       | 410           |
| 80   | 413078 | 414114 | 648          | 263         | 89                | 89          | 415                       | 415           |
| 81   | 413905 | 414942 | 649          | 263         | 90                | 90          | 420                       | 420           |
| 82   | 414731 | 415770 | 650          | 264         | 91                | 91          | 425                       | 425           |
| 83   | 415557 | 416598 | 652          | 264         | 92                | 92          | 430                       | 430           |
| 84   | 416383 | 417427 | 653          | 265         | 93                | 93          | 435                       | 435           |
| 85   | 417209 | 418255 | 654          | 265         | 94                | 94          | 440                       | 440           |
| 86   | 418044 | 419091 | 656          | 266         | 95                | 95          | 445                       | 445           |
| 87   | 418878 | 419928 | 657          | 266         | 96                | 96          | 450                       | 450           |
| 88   | 419713 | 420764 | 658          | 267         | 97                | 97          | 455                       | 455           |
| 89   | 420547 | 421601 | 660          | 267         | 98                | 98          | 460                       | 460           |
| 90   | 421381 | 422437 | 661          | 268         | 99                | 99          | 465                       | 465           |
| 91   | 422224 | 423282 | 662          | 268         | 100               | 100         | 470                       | 470           |
| 92   | 423067 | 424127 | 664          | 269         | 101               | 101         | 475                       | 475           |
| 93   | 423910 | 424972 | 665          | 269         | 102               | 102         | 480                       | 480           |
| 94   | 424752 | 425817 | 666          | 270         | 103               | 103         | 485                       | 485           |
| 95   | 425595 | 426662 | 667          | 271         | 104               | 104         | 490                       | 490           |
| 96   | 426446 | 427515 | 669          | 271         | 105               | 105         | 495                       | 495           |
| 97   | 427298 | 428368 | 670          | 272         | 106               | 106         | 500                       | 500           |
| 98   | 428149 | 429222 | 671          | 272         | 107               | 107         | 505                       | 505           |
| 99   | 429000 | 430075 | 673          | 273         | 108               | 108         | 510                       | 510           |

## Emil's Stats

| Lvl. | Max HP  | Max MP | Magic Power | Magic Defense |
|------|---------|--------|-------------|---------------|
| 1    | 300     | 200    | 2           | 20            |
| 2    | 450     | 210    | 3           | 25            |
| 3    | 600     | 220    | 4           | 30            |
| 4    | 750     | 230    | 5           | 35            |
| 5    | 900     | 240    | 6           | 40            |
| 6    | 1260    | 250    | 7           | 45            |
| 7    | 1620    | 260    | 8           | 50            |
| 8    | 1980    | 270    | 10          | 55            |
| 9    | 2340    | 280    | 11          | 60            |
| 10   | 2700    | 290    | 12          | 65            |
| 11   | 3780    | 300    | 14          | 70            |
| 12   | 4860    | 310    | 17          | 75            |
| 13   | 5940    | 320    | 19          | 80            |
| 14   | 7020    | 330    | 22          | 85            |
| 15   | 8100    | 340    | 24          | 90            |
| 16   | 11340   | 350    | 29          | 95            |
| 17   | 14580   | 360    | 34          | 100           |
| 18   | 17820   | 370    | 38          | 105           |
| 19   | 21060   | 380    | 43          | 110           |
| 20   | 24300   | 390    | 48          | 115           |
| 21   | 34020   | 400    | 56          | 120           |
| 22   | 43740   | 410    | 63          | 125           |
| 23   | 53460   | 420    | 71          | 130           |
| 24   | 63180   | 430    | 79          | 135           |
| 25   | 72900   | 440    | 86          | 140           |
| 26   | 102060  | 450    | 95          | 145           |
| 27   | 131220  | 460    | 104         | 150           |
| 28   | 160380  | 470    | 112         | 155           |
| 29   | 189540  | 480    | 121         | 160           |
| 30   | 218700  | 490    | 130         | 165           |
| 31   | 262440  | 500    | 143         | 170           |
| 32   | 306180  | 510    | 156         | 175           |
| 33   | 349920  | 520    | 168         | 180           |
| 34   | 393660  | 530    | 181         | 185           |
| 35   | 437400  | 540    | 194         | 190           |
| 36   | 481140  | 550    | 202         | 195           |
| 37   | 524880  | 560    | 210         | 200           |
| 38   | 568620  | 570    | 218         | 205           |
| 39   | 612360  | 580    | 226         | 210           |
| 40   | 656100  | 590    | 233         | 215           |
| 41   | 695466  | 600    | 236         | 220           |
| 42   | 734832  | 610    | 238         | 225           |
| 43   | 774198  | 620    | 240         | 230           |
| 44   | 813564  | 630    | 243         | 235           |
| 45   | 852930  | 640    | 245         | 240           |
| 46   | 887047  | 650    | 245         | 245           |
| 47   | 921164  | 660    | 246         | 250           |
| 48   | 955282  | 670    | 246         | 255           |
| 49   | 989399  | 680    | 247         | 260           |
| 50   | 1023516 | 690    | 247         | 265           |
| 51   | 1043986 | 700    | 248         | 270           |
| 52   | 1064457 | 710    | 248         | 275           |
| 53   | 1084927 | 720    | 249         | 280           |
| 54   | 1105397 | 730    | 249         | 285           |
| 55   | 1125868 | 740    | 250         | 290           |
| 56   | 1137126 | 750    | 250         | 295           |
| 57   | 1148385 | 760    | 251         | 300           |
| 58   | 1159644 | 770    | 251         | 305           |
| 59   | 1170902 | 780    | 252         | 310           |
| 60   | 1182161 | 790    | 252         | 315           |
| 61   | 1186890 | 800    | 253         | 320           |
| 62   | 1191618 | 810    | 253         | 325           |
| 63   | 1196347 | 820    | 254         | 330           |
| 64   | 1201076 | 830    | 254         | 335           |
| 65   | 1205804 | 840    | 255         | 340           |
| 66   | 1208216 | 850    | 255         | 345           |
| 67   | 1210627 | 860    | 256         | 350           |
| 68   | 1213039 | 870    | 256         | 355           |
| 69   | 1215451 | 880    | 257         | 360           |
| 70   | 1217862 | 890    | 257         | 365           |
| 71   | 1220298 | 900    | 258         | 370           |
| 72   | 1222734 | 910    | 258         | 375           |
| 73   | 1225169 | 920    | 259         | 380           |
| 74   | 1227605 | 930    | 259         | 385           |
| 75   | 1230041 | 940    | 260         | 390           |
| 76   | 1232501 | 950    | 261         | 395           |
| 77   | 1234961 | 960    | 261         | 400           |
| 78   | 1237421 | 970    | 262         | 405           |
| 79   | 1239881 | 980    | 262         | 410           |
| 80   | 1242341 | 990    | 263         | 415           |
| 81   | 1244826 | 1000   | 263         | 420           |
| 82   | 1247311 | 1010   | 264         | 425           |
| 83   | 1249795 | 1020   | 264         | 430           |
| 84   | 1252280 | 1030   | 265         | 435           |
| 85   | 1254765 | 1040   | 265         | 440           |
| 86   | 1257274 | 1050   | 266         | 445           |
| 87   | 1259784 | 1060   | 266         | 450           |
| 88   | 1262293 | 1070   | 267         | 455           |
| 89   | 1264803 | 1080   | 267         | 460           |
| 90   | 1267312 | 1090   | 268         | 465           |
| 91   | 1269847 | 1100   | 268         | 470           |
| 92   | 1272382 | 1110   | 269         | 475           |
| 93   | 1274916 | 1120   | 269         | 480           |
| 94   | 1277451 | 1130   | 270         | 485           |
| 95   | 1279985 | 1140   | 271         | 490           |
| 96   | 1282545 | 1150   | 271         | 495           |
| 97   | 1285105 | 1160   | 272         | 500           |
| 98   | 1287665 | 1170   | 272         | 505           |
| 99   | 1290225 | 1180   | 273         | 510           |



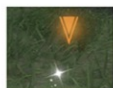
## ITEMS

Items are divided into the six categories shown to the right, with the most important being the recovery items that support Nier in combat and the raw materials necessary for upgrading his weapons. The item lists below will explain the effects, buy and sell prices, and primary ways of acquiring each item in the game. Use it to find whatever items you need most!

### Where to Find Items



Wooden Boxes



Gather Points

### Item Icons



Normal



Precious



Essential

### Item Categories Explained

- **Recovery:** Includes items that restore HP or provide temporary buffs. These can be set as shortcuts.
- **Raw Materials:** Items used to upgrade weapons or gathered as quest objectives. Some serve no purpose at all.
- **Fishing:** Includes bait and fish you've caught. Caught fish can be sold or turned into bait.
- **Cultivation:** Items used for farming. Produce can be sold or used as recovery items.
- **Maps:** Once acquired, these can be displayed as the local map.
- **Key Items:** Items needed to advance the story or certain quests. These can't be sold, even once they've been used.

### Ways to Acquire Items

- **Story Progression:** Some items are acquired automatically, including many maps and key items.
- **Quests:** Receive items during quests or as quest rewards.
- **Purchase:** Many items can be bought within towns and cities.
- **Gathering:** Investigate glowing gather points.
- **Wooden Boxes:** Smash boxes and recover their contents.
- **Catch:** Snatch fast-moving mice and lizards for items at certain field areas.
- **Fish:** Use bait at fishing spots and battle your hooked fish to catch it.
- **Farm:** Plant seeds and bulbs at Nier's garden, which will grow over time into produce and flowers.
- **Drops:** Slay Shades and machines and recover the items they leave behind.
- **Strip:** Kill animals and strip their meat or hides.

### Recovery Item List

| Name              | Function                                                                                                        | Buy (G) | Sell (G) | Main Ways to Acquire                                                              |
|-------------------|-----------------------------------------------------------------------------------------------------------------|---------|----------|-----------------------------------------------------------------------------------|
| Medicinal Herb    | Restores 30% of the user's HP.                                                                                  | 100     | 10       | Buy: Any item shop / Gather: Nier's Village / Drop: Light Brawler                 |
| Health Salve      | Restores 60% of the user's HP.                                                                                  | 1000    | 100      | Buy: Any item shop / Drop: Swift Swordsman, Flying Caster                         |
| Recovery Potion   | Restores 100% of the user's HP.                                                                                 | 10000   | 1000     | Buy: Seafront* / Box: Seafront, Lost Shrine, Shadowlord's Castle                  |
| Strength Drop     | Doubles physical damage for 30 seconds. (Using multiple of this item does not increase the effect.)             | 500     | 100      | Buy: Seafront / Box: Seafront, Lost Shrine / Drop: Heavy Striker (Armored)        |
| Strength Capsule  | Doubles physical damage for 60 seconds. (Using multiple of this item does not increase the effect.)             | 2000    | 400      | Buy: Seafront* / Gather: Forest of Myth                                           |
| Magic Drop        | Doubles magical damage for 30 seconds. (Using multiple of this item does not increase the effect.)              | 500     | 100      | Buy: Seafront / Box: Nier's Village, Lost Shrine / Drop: Light Shooter            |
| Magic Capsule     | Doubles magical damage for 60 seconds. (Using multiple of this item does not increase the effect.)              | 2000    | 400      | Buy: Seafront* / Gather: Forest of Myth / Drop: Swift Caster                      |
| Defense Drop      | Halves damage from physical attacks for 30 seconds. (Using multiple of this item does not increase the effect.) | 500     | 100      | Buy: Seafront / Box: Seafront, Lost Shrine / Drop: Heavy Striker                  |
| Defense Capsule   | Halves damage from physical attacks for 60 seconds. (Using multiple of this item does not increase the effect.) | 2000    | 400      | Buy: Seafront* / Gather: Forest of Myth                                           |
| Spirit Drop       | Halves damage from magical attacks for 30 seconds. (Using multiple of this item does not increase the effect.)  | 500     | 100      | Buy: Seafront / Gather: Southern Plains / Box: Manor / Drop: Light Caster         |
| Spirit Capsule    | Halves damage from magical attacks for 60 seconds. (Using multiple of this item does not increase the effect.)  | 2000    | 400      | Buy: Seafront* / Gather: Forest of Myth / Drop: Raid Caster                       |
| Antidotal Weed    | Cures poison.                                                                                                   | 600     | 60       | Buy: Nier's Village / Box: Nier's Village, The Aerie, Forest of Myth, Lost Shrine |
| Red Moonflower    | A red moonflower. Restores 30% of the user's HP.                                                                | —       | 600      | Cultivate                                                                         |
| Gold Moonflower   | A golden moonflower. Restores 30% of the user's HP.                                                             | —       | 600      | Cultivate                                                                         |
| Peach Moonflower  | A peach-colored moonflower. Restores 60% of the user's HP.                                                      | —       | 1800     | Cultivate                                                                         |
| Pink Moonflower   | A pink moonflower. Restores 60% of the user's HP.                                                               | —       | 1800     | Cultivate                                                                         |
| Blue Moonflower   | A blue moonflower. Restores 30% of the user's HP.                                                               | —       | 600      | Cultivate                                                                         |
| Indigo Moonflower | An indigo moonflower. Restores 60% of the user's HP.                                                            | —       | 1800     | Cultivate                                                                         |
| White Moonflower  | An extremely rare white moonflower, also known as a Lunar Tear. Use it to restore all of your HP.               | —       | 5000     | Cultivate                                                                         |

\*Available only after completing Quest 47 if you did not report the client to Seafront authorities.

### The Best Places to Get Key Weapon Upgrade Materials (Part 1)

#### GOLD ORE

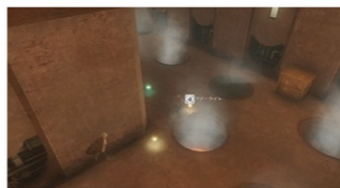
The desert is the easiest place to gather gold. But after beating the game once, you can often get it in Stage 13 of 15 Nightmares.



In Act II, you can also find similarly precious Meteorites in the same places.

#### FLUORITE

Fluorite is found only in the Junk Heap and Barren Temple. Fluorite hunters should target the box-filled passage in Junk Heap B2F-1.



To upgrade all your weapons, you'll need 18 Fluorite. Try to grab a few on every trip to the Junk Heap.

#### TITANIUM ALLOY

It won't be easy, but if you want to get Titanium Alloy in Act I, aim for the SG-10 in 1F-1 of the Junk Heap.



Only a few SG-10 appear, and the Titanium Alloy drop rate is a meager 10%, so wait until Act II if you can.

#### LAWS OF FACADE

- Rule 0000432 "You must capture any lizard that crawls into a pot."
- Rule 0000904 "Marriage vows must be sealed with a kiss."
- Rule 0001024 "You must honor the request of any outsider owed a debt."

## ❖ Raw Materials Item List

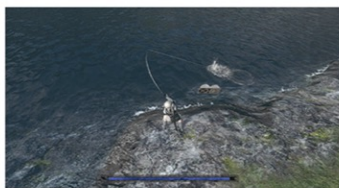
| Name                | Buy (G) | Sell (G) | Main Ways to Acquire                                                  |
|---------------------|---------|----------|-----------------------------------------------------------------------|
| Aquatic Plant       | —       | 10       | Fish: Seafront                                                        |
| Deadwood            | —       | 20       | Fish: Nier's Village                                                  |
| Rusty Bucket        | —       | 60       | Fish: Seafront                                                        |
| Empty Can           | —       | 50       | Fish: Desert                                                          |
| Gold Ore            | —       | 1800     | Gather: Desert, The Aerie                                             |
| Silver Ore          | 1500    | 750      | Buy: Junk Heap / Gather: Northern Plains, Desert                      |
| Copper Ore          | 480     | 240      | Buy: Junk Heap / Gather: Eastern Road, Southern Plains                |
| Iron Ore            | 1000    | 500      | Buy: Junk Heap / Gather: Eastern Road, Southern Plains, Barren Temple |
| Crystal             | 2400    | 1200     | Buy: Facade / Gather: Barren Temple                                   |
| Pyrite              | —       | 1500     | Gather: Barren Temple / Box: Junk Heap                                |
| Moldavite           | 5000    | 2500     | Buy: Seafront / Gather: Desert, The Aerie                             |
| Meteorite           | —       | 5000     | Gather: Desert (Act II), The Aerie, Barren Temple (Act II)            |
| Amber               | 6000    | 3000     | Buy: Facade / Box: Junk Heap                                          |
| Fluorite            | —       | 6000     | Gather: Barren Temple*1 / Box: Junk Heap                              |
| Clay                | 800     | 400      | Buy: Facade / Gather: Eastern Road, Southern Plains                   |
| Berries             | 200     | 40       | Buy: Nier's Village / Gather: Nier's Village                          |
| Royal Fern          | 150     | 30       | Buy: Seafront / Gather: Northern Plains, Southern Plains              |
| Tree Branch         | —       | 24       | Gather: Northern Plains, Forest of Myth                               |
| Log                 | 500     | 100      | Buy: Nier's Village / Gather: Southern Plains                         |
| Natural Rubber      | 700     | 140      | Buy: Seafront / Gather: Southern Plains                               |
| Ivy                 | 300     | 60       | Buy: Nier's Village / Gather: Southern Plains                         |
| Lichen              | —       | 30       | Gather: Eastern Road                                                  |
| Mushroom            | 800     | 160      | Buy: Seafront / Gather: Eastern Road                                  |
| Sap                 | 600     | 120      | Buy: Nier's Village / Gather: Southern Plains, Forest of Myth         |
| Mutton              | —       | 60       | Strip: Sheep                                                          |
| Boar Meat           | —       | 300      | Strip: Boar                                                           |
| Wool                | 800     | 160      | Buy: Nier's Village / Strip: Sheep                                    |
| Boar Hide           | —       | 700      | Strip: Boar                                                           |
| Wolf Hide           | 5000    | 1000     | Buy: Facade / Strip: Wolf                                             |
| Wolf Fang           | —       | 320      | Strip: Wolf                                                           |
| Giant Spider Silk   | —       | 400      | Strip: Giant Spider                                                   |
| Bat Fang            | —       | 240      | Strip: Bat                                                            |
| Bat Wing            | —       | 700      | Strip: Bat                                                            |
| Goat Meat           | —       | 160      | Strip: Goat                                                           |
| Goat Hide           | —       | 120      | Strip: Goat                                                           |
| Venison             | —       | 240      | Strip: Deer                                                           |
| Rainbow Spider Silk | —       | 1960     | Strip: Giant Spider                                                   |
| Boar Liver          | —       | 2500     | Strip: Boar                                                           |
| Scorpion Claw       | —       | 500      | Strip: Scorpion                                                       |
| Scorpion Tail       | —       | 960      | Strip: Scorpion                                                       |
| Dented Metal Board  | 750     | 150      | Buy: Junk Heap / Box: Junk Heap / Drop: SG-01 (Act I)                 |
| Stripped Bolt       | 900     | 180      | Buy: Junk Heap / Drop: SG-10 (Act I)                                  |
| Broken Lens         | 1100    | 220      | Buy: Junk Heap / Drop: SG-01 (Act II)                                 |
| Severed Cable       | —       | 200      | Drop: SF-11                                                           |
| Broken Arm          | —       | 120      | Drop: SG-01                                                           |
| Broken Antenna      | —       | 150      | Drop: SG-01, SG-10                                                    |
| Broken Motor        | —       | 400      | Drop: SG-10                                                           |
| Broken Battery      | —       | 350      | Drop: SF-11                                                           |
| Mysterious Switch   | —       | 380      | Drop: SG-10 (Act II)                                                  |
| Large Gear          | —       | 320      | Drop: SG-01 (Act II)                                                  |
| Titanium Alloy      | —       | 800      | Drop: SG-10, P-32                                                     |
| Memory Alloy        | —       | 4800     | Drop: P-32                                                            |
| Rusted Clump        | —       | 1040     | Fish: Northern Plains / Drop: SF-11 (Act II)                          |
| Machine Oil         | —       | 600      | Drop: SF-11 (Act II)                                                  |
| Forlorn Necklace    | —       | 200      | Drop: Swift Caster, Swift Caster (Armored)                            |
| Twisted Ring        | —       | 360      | Drop: Swift Swordsman, Swift Swordsman (Armored)                      |
| Broken Earring      | —       | 300      | Drop: Swift Caster, Swift Caster (Armored)                            |
| Pretty Choker       | —       | 480      | Drop: Raid Caster, Raid Caster (Armored)                              |
| Metal Piercing      | —       | 720      | Drop: Flying Caster, Flying Caster (Armored)                          |
| Subdued Bracelet    | —       | 840      | Drop: Flying Caster, Flying Caster (Armored)                          |
| Technical Guide     | —       | 300      | Drop: Swift Swordsman, Swift Swordsman (Armored)                      |

\*1: After Clearing Quest 32

## ❖ The Best Places to Get Key Weapon Upgrade Materials (Part 2)

## RUSTED CLUMP

Stock up on Lugworms in Seafront and use them to fish in the Northern Plains. They'll take the bait 20% of the time.



For best results, raise your Fishing Level by clearing Quests 13-17 first.

## BROKEN EARRING

To get these easily, take on Quest 53 when available. Farm the Swift Casters in the target area without finishing the quest.



Swift Casters appear in the Northern Plains on cloudy days. Be ready to deal with their barrages of bullets.

## METAL PIERCING

The Flying Casters that drop these appear in the desert after completing Chapter XX. They also appear in Quest 66.



The casters appear near the center of the desert. You can go in and out of the Barren Temple to make them respawn.

| Name                | Buy (G) | Sell (G) | Main Ways to Acquire                                   |
|---------------------|---------|----------|--------------------------------------------------------|
| Grubby Book         | —       | 120      | Drop: Light Caster, Light Caster (Armored)             |
| Thick Dictionary    | —       | 360      | Drop: Heavy Striker                                    |
| Closed Book         | —       | 250      | Drop: Heavy Striker (Armored), Heavy Striker (Armored) |
| Used Coloring Book  | —       | 100      | Drop: Swarm Swordsman, Swarm Swordsman (Armored)       |
| Old Schoolbook      | —       | 160      | Drop: Light Brawler, Light Brawler (Armored)           |
| Dirty Bag           | —       | 240      | Drop: Light Shooter, Light Shooter (Armored)           |
| Flashy Hat          | —       | 300      | Drop: Raid Caster, Raid Caster (Armored)               |
| Leather Gloves      | —       | 500      | Drop: Light Shooter, Light Shooter (Armored)           |
| Silk Handkerchief   | —       | 260      | Drop: Light Caster, Light Caster (Armored)             |
| Leather Boots       | —       | 620      | Drop: Heavy Striker, Heavy Megastriker (Armored)       |
| Complex Machine     | —       | 860      | Drop: Heavy Intercept Shooter (and others*2)           |
| Elaborate Machine   | —       | 1040     | Drop: Heavy Intercept Shooter (and others*2)           |
| Simple Machine      | —       | 900      | Drop: Heavy Intercept Shooter (and others*2)           |
| Stopped Clock       | —       | 700      | Drop: Heavy Striker, Heavy Striker (Strong)            |
| Broken Wristwatch   | —       | 280      | Drop: Heavy Striker (Armored)                          |
| Rusty Kitchen Knife | —       | 300      | Drop: Swarm Swordsman, Swarm Swordsman (Armored)       |
| Broken Saw          | —       | 800      | Drop: Swarm Swordsman, Swarm Swordsman (Armored)       |
| Dented Metal Bat    | —       | 900      | Drop: Light Brawler, Light Brawler (Armored)           |
| Shell               | 100     | 20       | Buy: Seafront / Gather: Seafront                       |
| Gastropod           | 500     | 100      | Buy: Seafront / Gather: Seafront                       |
| Bivalve             | 300     | 60       | Buy: Seafront / Gather: Seafront                       |
| Seaweed             | —       | 30       | Gather: Seafront                                       |
| Empty Bottle        | —       | 50       | Gather: Seafront                                       |
| Driftwood           | —       | 240      | Gather: Seafront                                       |
| Pearl               | 3000    | 600      | Buy: Seafront / Gather: Seafront                       |
| Black Pearl         | —       | 1600     | Gather: Seafront                                       |
| Crab                | —       | 80       | Gather: Seafront                                       |
| Starfish            | —       | 100      | Gather: Seafront                                       |
| Sea Turtle Egg      | —       | 2400     | Gather: Seafront                                       |
| Broken Pottery      | —       | 1600     | Gather: Northern Plains, The Aerie                     |
| Desert Rose         | —       | 1280     | Gather: Desert                                         |
| Giant Egg           | —       | 600      | Gather: Nier's Village*3                               |
| Damascus Steel      | —       | 6400     | Box: Junk Heap                                         |
| Eagle Egg           | —       | 4800     | Gather: The Aerie                                      |
| Chicken Egg         | —       | 76       | Gather: Nier's Village                                 |
| Mouse Tail          | —       | 48       | Catch: Junk Heap                                       |
| Lizard Tail         | —       | 56       | Catch: Northern Plains, Eastern Road                   |
| Deer Antler         | —       | 600      | Strip: Deer                                            |

\*2: Ultraheavy Hammerer, Ultraheavy Swordsman, Ultraheavy Raider, Heavy Intercept Shooter, and any armored variant.

\*3: After completion of Quest 03.

## ❖ Fishing Item List

| Name          | Buy (G) | Sell (G) | Main Ways to Acquire                   |
|---------------|---------|----------|----------------------------------------|
| Lugworm       | 10      | 2        | Buy: Seafront                          |
| Earthworm     | 10      | 2        | Buy: Nier's Village, Seafront          |
| Lure          | 100     | 20       | Story: V-07 / Buy: Seafront            |
| Sardine       | 250     | 125      | Buy: Seafront* / Fish: Seafront        |
| Carp          | 200     | 100      | Buy: Seafront* / Fish: Nier's Village  |
| Blowfish      | 350     | 175      | Buy: Seafront* / Fish: Seafront        |
| Bream         | 1500    | 750      | Buy: Seafront* / Fish: Seafront        |
| Shark         | —       | 1250     | Fish: Seafront                         |
| Blue Marlin   | 3800    | 1900     | Buy: Seafront* / Fish: Seafront        |
| Dunkleosteus  | —       | 12500    | Fish: Seafront                         |
| Rainbow Trout | 1200    | 600      | Buy: Seafront* / Fish: Northern Plains |
| Black Bass    | 3000    | 1500     | Buy: Seafront* / Fish: Nier's Village  |
| Giant Catfish | —       | 2250     | Fish: Eastern Road                     |
| Royal Fish    | 8000    | 4000     | Buy: Seafront* / Fish: Eastern Road    |
| Hyneria       | 12000   | 6000     | Buy: Seafront* / Fish: Desert          |
| Sandfish      | 5000    | 2500     | Buy: Seafront* / Fish: Desert          |
| Rhizodont     | —       | 15000    | Fish: Desert                           |
| Shaman Fish   | 300     | 60       | Buy: Seafront* / Fish: Seafront        |

\*Fish are added to market stock after completion of V-07, V09, and Quests 13-17, and 37-40.

## LAWS OF FACADE

Rule 0002078 "Boys born on December 3 must keep continual watch over the quicksand."  
 Rule 0004217 "Parents must scold their children when they make a mistake."  
 Rule 0007017 "You cannot make a mistake while running an errand."



## ITEMS

## Cultivation Item List

| Name                   | Buy (G) | Sell (G) | Main Ways to Acquire     |
|------------------------|---------|----------|--------------------------|
| Speed Fertilizer       | 300     | 60       | Buy: Seafront            |
| Flowering Fertilizer   | 300     | 60       | Buy: Facade              |
| Bounty Fertilizer      | 300     | 60       | Buy: Seafront            |
| Pumpkin Seed           | 50      | 10       | Buy: Nier's Village      |
| Watermelon Seed        | 80      | 16       | Buy: Facade              |
| Melon Seed             | 120     | 24       | Buy: Facade              |
| Gourd Seed             | 60      | 12       | Buy: Facade              |
| Tomato Seed            | 30      | 6        | Buy: Nier's Village      |
| Eggplant Seed          | 40      | 8        | Buy: Nier's Village      |
| Bell Pepper Seed       | 50      | 10       | Buy: Nier's Village      |
| Bean Seed              | 35      | 7        | Buy: Seafront            |
| Wheat Seedling         | 50      | 10       | Buy: Nier's Village      |
| Rice Plant Seedling    | 60      | 12       | Buy: Seafront            |
| Dahlia Bulb            | 40      | 8        | Buy: Nier's Village      |
| Tulip Bulb             | 50      | 10       | Buy: Seafront            |
| Freesia Bulb           | 80      | 16       | Buy: Seafront            |
| Red Moonflower Seed    | 120     | 60       | Buy: Seafront            |
| Gold Moonflower Seed   | 120     | 60       | Buy: Seafront            |
| Peach Moonflower Seed  | —       | 180      | Cultivate / Nier's House |
| Pink Moonflower Seed   | —       | 180      | Cultivate                |
| Blue Moonflower Seed   | 120     | 60       | Buy: Seafront            |
| Indigo Moonflower Seed | —       | 180      | Cultivate                |
| White Moonflower Seed  | —       | 500      | Cultivate                |
| Pumpkin                | 500     | 250      | Buy: Nier's Village      |
| Watermelon             | 800     | 400      | Buy: Facade              |
| Melon                  | 1200    | 600      | Buy: Seafront            |
| Gourd                  | 600     | 300      | Buy: Seafront            |
| Tomato                 | 300     | 150      | Buy: Nier's Village      |
| Eggplant               | 400     | 200      | Buy: Nier's Village      |
| Bell Pepper            | —       | 250      | Cultivate                |
| Beans                  | 360     | 180      | Buy: Nier's Village      |
| Wheat                  | 500     | 250      | Buy: Nier's Village      |
| Rice                   | 600     | 300      | Buy: Seafront            |
| Dahlia                 | —       | 120      | Cultivate                |
| Tulip                  | —       | 150      | Cultivate                |
| Freesia                | —       | 240      | Cultivate                |

## Map List

| Name                     | Buy (G) | How to Acquire        |
|--------------------------|---------|-----------------------|
| World Map                | —       | In starting inventory |
| Nier's Village Map       | —       | In starting inventory |
| Lost Shrine Map          | —       | Box: Lost Shrine      |
| The Aerie Map            | 500     | Buy: Nier's Village   |
| Seafront Map             | 500     | Buy: Seafront         |
| Desert Map               | 500     | Buy: Facade           |
| Facade Map               | 500     | Buy: Facade           |
| Barren Temple Map        | —       | Story: VIII-03        |
| Junk Heap Map            | —       | Story: IV-06          |
| Manor Map                | —       | Story: X-12           |
| Forest of Myth Map       | 500     | Buy: Nier's Village   |
| Underground Facility Map | —       | Box: Manor            |
| Shadowlord's Castle Map  | —       | Story: XXIII-17       |
| Northern Plains Map      | —       | Story: I-02           |
| Southern Plains Map      | 500     | Buy: Seafront         |
| Eastern Road Map         | 500     | Buy: Nier's Village   |
| Tokyo Map                | —       | While in Tokyo only   |

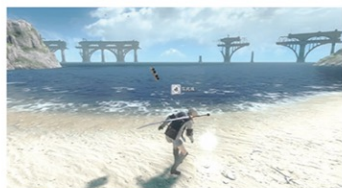
## Key Items List

| Name                  | Main Ways to Acquire                                                    |
|-----------------------|-------------------------------------------------------------------------|
| Moon Key              | Story: X-09                                                             |
| Star Key              | Story: X-12                                                             |
| Light Key             | Story: X-14                                                             |
| Darkness Key          | Story: X-16                                                             |
| Postman's Parcel      | Quest 25: Found in inner room of post office                            |
| Royal Compass         | Given by masked soldier in front of royal palace after XVIII            |
| Vapor Moss            | Story: XI-06                                                            |
| Red Book              | Quest 07: Found in Nier's Village: Library                              |
| Blue Book             | Quest 07: Found in Nier's Village: Library                              |
| Old Lady's Elixir     | Quest 08: Receive in Nier's Village: Tavern after gathering ingredients |
| Old Lady's Elixir+    | Quest 08: Receive in Nier's Village: Tavern after gathering ingredients |
| Parcel for The Aerie  | Quest 11: Given by client after accepting quest                         |
| Parcel for Seafront   | Quest 12: Given by client after accepting quest                         |
| Cookbook              | Quest 23: Found in Nier's Village: Library                              |
| Parcel for Facade     | Quest 30: Given by client after accepting quest                         |
| Max's Herbs           | Quest 20: Examine fallen dog in Northern Plains                         |
| Drifting Cargo        | Quest 47: Found at riverbank at Nier's Village                          |
| Drifting Cargo 2      | Quest 47: Found at beach on Seafront                                    |
| Drifting Cargo 3      | Quest 47: Found at riverbank at Northern Plains                         |
| Mermaid Tear          | Quest 48: Found in inner room of post office                            |
| Mandrake Leaf         | Quest 45: Acquire from Strange-Thing Shopkeeper                         |
| Toad Oil              | Quest 45: Receive at Two Brothers Weaponry at Junk Heap                 |
| Antidote              | Quest 54: Receive from villager at Forest of Myth                       |
| Elite Kitchen Knife   | Quest 64: Receive at Two Brothers Weaponry at Junk Heap                 |
| Elevator Parts        | Quest 63: Receive at Two Brothers Weaponry at Junk Heap                 |
| Dirty Treasure Map    | Quest 52: Found in Nier's Village: Library                              |
| Restored Treasure Map | Quest 52: Acquire from Strange-Thing Shopkeeper after mending map       |
| Jade Hair Ornament    | Quest 52: Receive from wife of Nier's Village blacksmith                |
| Employee List         | Quest 58: Found at Manor: Underground Facility 2                        |
| Great Tree Root       | Quest 56: Found at roots of giant tree at Lost Shrine 1F                |
| Eye of Power          | Quest 71: Defeat Heavy Intercept Shooter at Lost Shrine: Roof           |
| Yonah's Ribbon        | Story: I-19                                                             |
| Bronze Key            | Story: II-03                                                            |
| Boar Tusk             | Quest 10: Defeat the boar at Northern Plains                            |
| Pressed Freesia       | Quest 28: Defeat the Ultraheavy Raider at The Aerie                     |
| Potted Freesia        | Quest 28: Given by client after accepting quest                         |
| Freesia Delivery      | Quest 61: Given by client after accepting quest                         |
| Pile of Junk          | Quest 52: Lost Shrine: Find at 2F                                       |
| Old Gold Coin         | Quest 52: Trade Jade Hair Ornament to Strange-Thing Shopkeeper          |
| Marked Map            | Quest 52: Receive after reporting to Nier's Village weapon shop owner   |
| Card Key AA           | Story: XIII-09                                                          |
| Card Key KA           | Story: XIII-10                                                          |
| Card Key SA           | Story: XIII-11                                                          |
| Card Key TA           | Story: XIII-13                                                          |
| Card Key NA           | Story: XIII-14                                                          |
| Card Key HA           | Story: XIII-15                                                          |
| Card Key MA           | Story: XIII-16                                                          |
| Card Key YA           | Story: XIII-17                                                          |
| Card Key RA           | Story: XIII-19                                                          |
| Card Key WA           | Story: XIII-21                                                          |
| Cultivator's Handbook | Buy: Nier's Village (Act II)*                                           |
| Red Bag               | Story: IX-24                                                            |
| Lantern               | Story: XX-11                                                            |
| Hold Key              | Story: XX-12                                                            |
| Passageway Key        | Story: XX-15                                                            |
| Red Jewel?            | Quest 59: Acquire from Strange-Thing Shopkeeper                         |

## The Best Places to Get Key Weapon Upgrade Materials (Part 3)

## BLACK PEARL

These can only be gathered in Seafront. If you don't get any, save at the post office, load your file, and try again.



Note that the arrival of the shipwreck in Act II reduces the amount of gathering spots. Plan accordingly!

## EAGLE EGG

You can find these at a spot near the mayor's house in The Aerie. They're rare, so you may need to do some reloading.



You can't get Eagle Eggs after the Wendy battle, but there is a small chance of earning them on Stage 13 of 15 Nightmares.

## GIANT EGG

These can be found in Nier's Village after clearing Quest 03. During Act I, look for them whenever you return home.



You'll need six of these to upgrade every weapon. They only appear 5% of the time, so be persistent!

## LAWS OF FACADE

- Rule 0011034 "You must live at a level appropriate to your position."  
 Rule 0050527 "Only nobility may enter the temple."  
 Rule 0083348 "The nobility must be protected above all others."

## FIELD AREAS

On the game's field areas, you can use special methods to get around quickly, or take it slow and collect items from ample gather points. Item and fishing data for each field area can be found starting on page 91. Weather changes randomly on the Northern and Southern Plains, usually with a 50% chance of sun, but there are story-based exceptions.

### World Map



- |                   |             |                  |          |
|-------------------|-------------|------------------|----------|
| 1 Nier's Village  | 5 Desert    | 9 Forest of Myth | 13 Manor |
| 2 Northern Plains | 6 The Aerie | 10 Lost Shrine   |          |
| 3 Eastern Road    | 7 Seafront  | 11 Junk Heap     |          |
| 4 Southern Plains | 8 Facade    | 12 Barren Temple |          |

### What Changes When You Enter a New Map

- The weather on Northern and Southern Plains (50/50 chance it's Sunny or Cloudy\*).
- What enemies spawn (besides boss- and quest-related placements).
- Which gather points, boxes, and catchable items are available.
- The initial placement of the rideable boar.

\*In some situations, the weather in Nier's Village may not change upon entry.

### Special Weather Changes Based on Story Progression

| Story Act | Chapter            | Map             | Weather                                                                  |
|-----------|--------------------|-----------------|--------------------------------------------------------------------------|
| Act I     | I-05 to I-08       | Northern Plains | Sunny: 100% / Cloudy: 0%                                                 |
|           | I-13 to I-15       | Northern Plains | Sunny: 0% / Cloudy: 100%                                                 |
|           | III-03 to III-04   | Northern Plains | (Initially) Sunny: 0% / Cloudy: 100%<br>(Later) Sunny: 30% / Cloudy: 70% |
|           | III-13 to IV-01    | Southern Plains | Sunny: 30% / Cloudy: 70%                                                 |
|           | IV-04 to IV-05     | Northern Plains | Sunny: 30% / Cloudy: 70%                                                 |
|           | V-04 to V-05       | Southern Plains | Sunny: 100% / Cloudy: 0%                                                 |
|           | VI-14 to VII-03    | Northern Plains | Sunny: 30% / Cloudy: 70%                                                 |
|           | IX-07 to IX-08     | Northern Plains | Sunny: 30% / Cloudy: 70%                                                 |
|           | X-02 to X-03       | Southern Plains | (Initially) Sunny: 0% / Cloudy: 100%<br>(Later) Sunny: 30% / Cloudy: 70% |
|           | XI-01 to XI-05     | Northern Plains | Sunny: 0% / Cloudy: 100%                                                 |
| Act II    | XIII-07 to XIII-02 | Northern Plains | Sunny: 0% / Cloudy: 100%                                                 |
|           |                    | Southern Plains | Sunny: 0% / Cloudy: 100%                                                 |

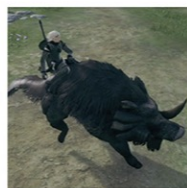
### WAYS TO GET AROUND

Running isn't the only way to cross vast field areas quickly. You can ride a very speedy boar after completing Quest 10 (available after III-02). You can use wells to teleport around the desert after Chapter VIII-22. Both methods are much faster than running, so unlock them as soon as you can. Finally, a boat that can travel between field areas is automatically unlocked after clearing Chapter XIV in Act II.



Defeating the boar in Quest 10 is tough early in the game. Use the nearby rock formations as cover to defeat it with magic.

### Special Transportation Methods



#### THE BOAR

**AVAILABILITY** After Quest 10 Completion

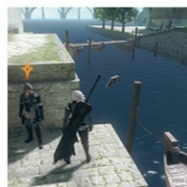
When you enter the Northern or Southern Plains, a boar will be sitting nearby. Approach it and press the examine button to mount it. Use the left stick to walk, and press a button to dash. Enemies hit while dashing will be knocked away, but if you hit a wall head-on, you'll fall off.



#### DESERT WELLS

**AVAILABILITY** Speak to aide on palace roof after VIII-22

There are wells in the desert near Facade, the Facade Graveyard, the Desert entrance, and the Barren Temple. Enter one to travel freely between them. The ones near Facade and the Barren Temple are a tad remote, but using them is still faster than running through the desert.



#### THE BOAT

**AVAILABILITY** After XV-01

The boat becomes available when you revisit the Lost Shrine in Act II, and afterward you can use it as you see fit. The boat travels to and from Nier's Village, Northern Plains, the Desert, and the back entrance to the Lost Shrine, making it a major convenience late in the game.

### GATHER POINTS

You can gather items from glowing points on the ground. These are placed at preset locations, but only a certain amount will be randomly active. Each provides one item.

### CATCHING

You can catch mice at the Junk Heap and lizards at the Northern Plains and Eastern Road. Both scurry on the ground and, when caught, give up their tails as an item.

### WOODEN BOXES

When destroyed, wooden boxes have a set chance of dropping an item. The items that appear in each box are generally not random, so they're a good target when you're hunting for something specific.

#### LAWS OF FACADE

|              |                                                                                                  |
|--------------|--------------------------------------------------------------------------------------------------|
| Rule 0115017 | "You must view the town by ship before purchasing any items."                                    |
| Rule 0000000 | "If people don't like a rule, they can vote to change it."                                       |
| Rule 0083350 | "When sending someone on an errand, you cannot state the name of the item you want them to buy." |



## FISHING

There are a total of six places where you can fish: Nier's Village, Northern Plains, Eastern Road, Desert, and the two shores in Seafront. To fish, select your bait and follow the steps outlined to the right. The chart here shows the location of each fish, what lure you'll need to land it, and what fishing level you should be. To raise your fishing level and catch bigger fish, complete the fishing-related Quests 13–17 and 37–40.



Whenever you catch a record-size fish, its length and species are saved in your records.

### Fishing Steps



**The Bite**  
Wait until a fish gives your rod a strong tug, then hit the button.



**The Battle**  
Hold the analog stick in the direction opposite from the way the fish is pulling.



**Reel it in**  
Wear the fish's health down to zero, and you'll automatically reel it in.

### Fishing Items

| Item Name     | Minimum Length* | Maximum Length* | Suggested Level | Best Location     | Best Bait |
|---------------|-----------------|-----------------|-----------------|-------------------|-----------|
| Shaman Fish   | 10 cm           | 15 cm           | 1               | Seafront O        | Lure      |
| Sardine       | 10 cm           | 15 cm           | 1               | Seafront O        | Lugworm   |
| Blowfish      | 25 cm           | 40 cm           | 2               | Seafront N        | Lugworm   |
| Bream         | 40 cm           | 95 cm           | 4               | Seafront N        | Lure      |
| Shark         | 250 cm          | 450 cm          | 5               | Seafront N        | Sardine   |
| Blue Marlin   | 380 cm          | 560 cm          | 8               | Seafront N        | Sardine   |
| Dunkleosteus  | 520 cm          | 980 cm          | 10              | Seafront N        | Sardine   |
| Carp          | 10 cm           | 30 cm           | 1               | Nier's Village I  | Earthworm |
| Rainbow Trout | 40 cm           | 80 cm           | 3               | Northern Plains F | Lure      |
| Black Bass    | 27 cm           | 70 cm           | 5               | Nier's Village I  | Lure      |
| Giant Catfish | 180 cm          | 480 cm          | 6               | Eastern Road D    | Carp      |
| Royal Fish    | 220 cm          | 400 cm          | 7               | Eastern Road D    | Earthworm |
| Hyneria       | 260 cm          | 520 cm          | 9               | Desert B          | Sardine   |
| Sandfish      | 25 cm           | 35 cm           | 6               | Desert B          | Lure      |
| Rhizodont     | 480 cm          | 760 cm          | 10              | Desert B          | Sardine   |
| Aquatic Plant | —               | —               | 1               | Seafront O        | Earthworm |
| Deadwood      | —               | —               | 2               | Nier's Village I  | Sardine   |
| Rusty Bucket  | —               | —               | 1               | Seafront N        | Earthworm |
| Empty Can     | —               | —               | 1               | Desert B          | Carp      |
| Rusted Clump  | —               | —               | 5               | Northern Plains F | Lugworm   |

\*Fish lengths are displayed in inches in the game.

## CULTIVATION

Before you can plant seeds in the fields at Nier's house, you'll need to either complete Quest 05 or purchase the Cultivator's Handbook. Once you have, you can fertilize your field (optional), plant your crops, and watch them grow in real time. During the two growth stages, you can water your crops (increasing the yield by 20% each time), and you can harvest your flowers and veggies during the flowering and harvesting stages, respectively. You can even try to cultivate a Lunar Tear, by cross-breeding different colors of moonflowers until you produce an elusive white one. Crops grow in real-world time, so you may be able to manipulate the process on certain platforms by tinkering with the platform's internal clock or time zone settings.

### Effects of Cultivation Items

- **Speed Fertilizer:** Growth takes half as long.
- **Flowering Fertilizer:** Flowering/Harvest last twice as long.
- **Bounty Fertilizer:** Harvest yield boosted by 50%.

### Cultivation Steps



**Growth Stage 1**  
The stage right after planting. They get bigger after the listed growth time.



**Growth Stage 2**  
After the listed growth time, these larger seedlings will flower.



**Flowering**  
You have 30–50 hours to harvest flowers now. For produce, wait a few more hours.



**Harvest Stage**  
You now have 25–50 hours to harvest produce or seeds before they rot away.



**Withered**  
Once harvest time ends, the dead plants must be discarded.

(You must leave the area and return to enter a new growth stage.)

### Phase Times and Yields for Each Crop

| Item                   | Type    | Growth | Flowering | Harvest | Harvestable Item                                                     |
|------------------------|---------|--------|-----------|---------|----------------------------------------------------------------------|
| Tomato Seed            | Produce | 4 hrs. | 4 hrs.    | 25 hrs. | Tomato x5                                                            |
| Eggplant Seed          | Produce | 6 hrs. | 6 hrs.    | 30 hrs. | Eggplant x6                                                          |
| Bell Pepper Seed       | Produce | 3 hrs. | 3 hrs.    | 30 hrs. | Bell Pepper x4                                                       |
| Bean Seed              | Produce | 3 hrs. | 3 hrs.    | 30 hrs. | Beans x8                                                             |
| Pumpkin Seed           | Produce | 4 hrs. | 4 hrs.    | 30 hrs. | Pumpkin x1                                                           |
| Watermelon Seed        | Produce | 5 hrs. | 5 hrs.    | 30 hrs. | Watermelon x1                                                        |
| Melon Seed             | Produce | 8 hrs. | 8 hrs.    | 20 hrs. | Melon x1                                                             |
| Gourd Seed             | Produce | 6 hrs. | 6 hrs.    | 28 hrs. | Gourd x3                                                             |
| Wheat Seedling         | Produce | 5 hrs. | 5 hrs.    | 25 hrs. | Wheat x8                                                             |
| Rice Plant Seedling    | Produce | 5 hrs. | 5 hrs.    | 25 hrs. | Rice x10                                                             |
| Dahlia Bulb            | Flower  | 1 hrs. | 40 hrs.   | 50 hrs. | Flowering: Dahlia x1 / Harvest: Dahlia Seed x4                       |
| Tulip Bulb             | Flower  | 2 hrs. | 50 hrs.   | 50 hrs. | Flowering: Tulip x1 / Harvest: Tulip Seed x6                         |
| Freesia Bulb           | Flower  | 1 hrs. | 50 hrs.   | 50 hrs. | Flowering: Freesia x1 / Harvest: Freesia Seed x6                     |
| Red Moonflower Seed    | Flower  | 3 hrs. | 30 hrs.   | 50 hrs. | Flowering: Red Moonflower x1 / Harvest: Red Moonflower Seed x4       |
| Gold Moonflower Seed   | Flower  | 3 hrs. | 30 hrs.   | 50 hrs. | Flowering: Gold Moonflower x1 / Harvest: Gold Moonflower Seed x4     |
| Peach Moonflower Seed  | Flower  | 4 hrs. | 30 hrs.   | 50 hrs. | Flowering: Peach Moonflower x1 / Harvest: Peach Moonflower Seed x3   |
| Pink Moonflower Seed   | Flower  | 4 hrs. | 30 hrs.   | 50 hrs. | Flowering: Pink Moonflower x1 / Harvest: Pink Moonflower Seed x4     |
| Blue Moonflower Seed   | Flower  | 3 hrs. | 30 hrs.   | 50 hrs. | Flowering: Blue Moonflower x1 / Harvest: Blue Moonflower Seed x3     |
| Indigo Moonflower Seed | Flower  | 4 hrs. | 30 hrs.   | 50 hrs. | Flowering: Indigo Moonflower x1 / Harvest: Indigo Moonflower Seed x3 |
| White Moonflower Seed  | Flower  | 5 hrs. | 30 hrs.   | 50 hrs. | Flowering: White Moonflower x1 / Harvest: White Moonflower Seed x2   |

### How Adjacent Moonflowers Affect Coloration (One Side)

| Planted Color | Adjacent Color (Both Sides) |                         |                          |
|---------------|-----------------------------|-------------------------|--------------------------|
| Red           | Gold                        | Indigo                  | White                    |
|               | Red: 80% / Peach: 20%       | Red: 95% / Pink: 5%     | Red: 70% / White: 30%    |
| Gold          | Red                         | Blue                    | White                    |
|               | Gold: 80% / Peach: 20%      | Gold: 80% / Indigo: 20% | Gold: 70% / White: 30%   |
| Blue          | Gold                        | Pink                    | White                    |
|               | Blue: 80% / Indigo: 20%     | Blue: 80% / Indigo: 20% | Blue: 70% / White: 30%   |
| Peach         | Pink                        | Indigo                  | White                    |
|               | Peach: 99% / White: 1%      | Peach: 90% / Pink: 10%  | Peach: 70% / White: 30%  |
| Pink          | Blue                        | Peach                   | White                    |
|               | Pink: 80% / Indigo: 20%     | Pink: 99% / White: 1%   | Pink: 70% / White: 30%   |
| Indigo        | Red                         | Peach                   | White                    |
|               | Indigo: 95% / Pink: 5%      | Indigo: 90% / Pink: 10% | Indigo: 70% / White: 30% |

### How Adjacent Moonflowers Affect Coloration (Both Sides)

| Planted Color | Adjacent Color (Both Sides) |                         |
|---------------|-----------------------------|-------------------------|
| Red           | Gold                        | Indigo                  |
|               | Red: 70% / Peach: 30%       | Red: 90% / Pink: 10%    |
| Gold          | Red                         | Blue                    |
|               | Gold: 70% / Peach: 30%      | Gold: 70% / Peach: 30%  |
| Blue          | Gold                        | Pink                    |
|               | Blue: 70% / Indigo: 30%     | Blue: 70% / Indigo: 30% |
| Peach         | Pink                        | —                       |
|               | Peach: 90% / White: 10%     | —                       |
| Pink          | Blue                        | Peach                   |
|               | Pink: 70% / Indigo: 30%     | Peach: 90% / White: 10% |
| Indigo        | Red                         | Pink                    |
|               | Indigo: 90% / Pink: 10%     | Indigo: 80% / Pink: 20% |

(For other 3-color combinations, combine the 2-color percentages and divide by 2.)

## FIELD DATA

Over the next five pages, you'll find maps and item lists for every item you can forage, catch, fish up, or find in a wooden box, ordered by game area. You'll also find shop inventory lists for all of the cities and towns.

Note: In the following entries, "Lit" indicates the number of items lit by illumination markers.

### NIER'S VILLAGE



#### Gather Points (5 Lit)

| Place | Condition            | Item           | Odds |
|-------|----------------------|----------------|------|
| A     | Quest 03 Not Cleared | Medicinal Herb | 80%  |
|       |                      | Berries        | 20%  |
| A     | Quest 03 Is Cleared  | Medicinal Herb | 65%  |
|       |                      | Berries        | 20%  |
|       |                      | Chicken Egg    | 10%  |
|       |                      | Giant Egg      | 5%   |

#### Wooden Boxes

| Place | Item                 | Odds |
|-------|----------------------|------|
| B     | Medicinal Herb       | 100% |
| C     | Bean Seed            | 100% |
| D     | Magic Drop           | 10%  |
| E     | Flowering Fertilizer | 100% |
| F     | Medicinal Herb       | 20%  |
| G     | Antidotal Weed       | 100% |
| H     | Gourd Seed           | 100% |

### NORTHERN PLAINS

#### Gather Points (A: 6 Lit, B: 4 Lit)

| Place | Item           | Odds |
|-------|----------------|------|
| A     | Medicinal Herb | 30%  |
|       | Berries        | 20%  |
|       | Royal Fern     | 20%  |
|       | Tree Branch    | 20%  |
|       | Strength Drop  | 5%   |
|       | Defense Drop   | 5%   |
| B     | Clay           | 30%  |
|       | Silver Ore     | 25%  |
|       | Copper Ore     | 25%  |
|       | Iron Ore       | 10%  |
|       | Gold Ore       | 5%   |
|       | Broken Pottery | 5%   |

#### Wooden Boxes

| Place | Item           | Odds |
|-------|----------------|------|
| D     | Medicinal Herb | 100% |
| E     | Medicinal Herb | 20%  |
|       | Health Salve   | 1%   |

#### Strictly Time-Limited Items

As you progress through the game, money and new items appear in Nier's house, and Yonah's letters arrive in the mailbox. The items appear at specific points (see below), and if you fail to claim them before the next listed story point, they'll be permanently replaced. The Peach Moonflower

Seed (XV) is particularly precious. Other time-limited items include the Recovery Potion on the Seafront lighthouse's top floor and the Black Pearl in the post office. (If missed, the Black Pearl does reappear in Act II.)

#### Nier's House

| Appearance Timing                                                | Available Items                                       |
|------------------------------------------------------------------|-------------------------------------------------------|
| I: The Black Malady: Chapter Start                               | 100 G/Medicinal Herb                                  |
| III: A Mysterious Woman: Chapter Start                           | 300 G/Strength Drop                                   |
| IV: Junk Heap Brothers: Chapter Start                            | 500 G/Defense Drop/Spirit Drop                        |
| V: A Letter for Someone: Chapter Start                           | 500 G/Magic Drop                                      |
| VII: Laws of the Masked: Chapter Start                           | 500 G/Magic Drop/Strength Drop                        |
| IX: Words of the Woods: Chapter Start                            | 700 G/Defense Drop                                    |
| X: Lord of the Manor: Chapter Start                              | 700 G/Spirit Drop                                     |
| XI: Attack of the Shadowlord: Chapter Start                      | 700 G/Health Salve                                    |
| XII: Five Years Later: Chapter Start                             | 900 G/Health Salve/Red Moonflower Seed                |
| XIV: Sleeping Beauty Wakes: Chapter Start                        | 900 G/Gold Moonflower Seed                            |
| XV: Blu-Bird: Chapter End                                        | 900 G/Health Salve/Peach Moonflower Seed              |
| XV: Blu-Bird: Chapter End: Completion of one of the following*   | 1200 G/Health Salve/Strength Capsule                  |
| XV: Blu-Bird: Chapter End: Completion of two of the following*   | 1200 G/Health Salve/Magic Capsule                     |
| XV: Blu-Bird: Chapter End: Completion of three of the following* | 1200 G/Health Salve/Defense Capsule                   |
| XV: Blu-Bird: Chapter End: Completion of four of the following*  | 1200 G/Recovery Potion/Spirit Capsule                 |
| XV: Blu-Bird: Chapter End: Completion of five of the following*  | 1200 G/Recovery Potion/Strength Capsule/Magic Capsule |
| XXII: The Final Journey: Chapter Start                           | 1500 G/Recovery Potion/Defense Capsule/Spirit Capsule |

\*Divine Tree, A Village No More, Robot Guardian (Part 1), Robot Guardian (Part 2), The Desert Wolves (Part 1), The Desert Wolves (Part 2)

#### Fishing

| Place | Fishable Item | Lure | Lugworm | Bait | Sardine | Earthworm | Carp |
|-------|---------------|------|---------|------|---------|-----------|------|
| I     | Carp          | —    | —       | —    | —       | 70%       | —    |
|       | Black Bass    | 80%  | —       | —    | —       | —         | 50%  |
|       | Giant Catfish | 10%  | —       | —    | —       | 20%       | 30%  |
|       | Aquatic Plant | 2%   | 40%     | 30%  | 5%      | —         | 5%   |
|       | Deadwood      | 5%   | 20%     | 40%  | 2%      | 10%       | —    |
|       | Empty Can     | 3%   | 40%     | 30%  | 3%      | —         | 5%   |

#### Shop Stock

| Shop      | Item             | Buy (G) | Act  |
|-----------|------------------|---------|------|
| Weapons   | Lily-Leaf Sword  | 2400    | I/II |
|           | Beastbain        | 16800   | I/II |
|           | Axe of Beheading | 19200   | II   |
|           | Sunrise          | 21600   | II   |
|           | Berries          | 200     | I/II |
| Materials | Log              | 500     | I/II |
|           | Ivy              | 300     | I/II |
|           | Sap              | 600     | I/II |
|           | Wool             | 800     | I/II |
| Grocer    | Tomato           | 300     | I/II |
|           | Eggplant         | 400     | I/II |
|           | Wheat            | 500     | I/II |
|           | Pumpkin          | 500     | I/II |
|           | Beans            | 360     | I/II |

| Shop    | Item                   | Buy (G) | Act  |
|---------|------------------------|---------|------|
| Items   | Medicinal Herb         | 100     | I/II |
|         | Health Salve           | 1000    | I/II |
|         | Antidotal Weed         | 600     | I/II |
|         | Earthworm              | 10      | I/II |
|         | Eastern Plains Map     | 500     | I/II |
|         | The Aerie Map          | 500     | I/II |
|         | Forest of Myth Map     | 500     | I/II |
| Florist | Tomato Seed            | 30      | I/II |
|         | Pumpkin Seed           | 50      | I/II |
|         | Eggplant Seed          | 40      | I/II |
|         | Wheat Seedling         | 50      | I/II |
|         | Bell Pepper Seed       | 50      | I/II |
|         | Dahlia Bulb            | 40      | I/II |
|         | Cultivator's Handbook* | 5000    | II   |

\*Only available if Nier's field was not expanded to third stage in Act I.

#### Nier's House (Mailbox)

| Timing      | Yonah Letter        |
|-------------|---------------------|
| After IV-06 | "Look at the Sky"   |
| After VI-02 | "Don't Try So Hard" |
| After IX-07 | "My Birthday!"      |

#### Catching

| Place | Item        | Odds |
|-------|-------------|------|
| C     | Lizard Tail | 100% |

#### Fishing

| Place | Fishable Item | Lure | Lugworm | Bait | Sardine | Earthworm | Carp |
|-------|---------------|------|---------|------|---------|-----------|------|
| F     | Carp          | —    | —       | —    | —       | 60%       | —    |
|       | Rainbow Trout | 80%  | —       | —    | —       | 30%       | —    |
|       | Rusty Bucket  | 5%   | 40%     | 40%  | 3%      | 40%       | —    |
|       | Empty Can     | 10%  | 40%     | 40%  | 5%      | 40%       | —    |
|       | Rusted Clump  | 5%   | 20%     | 20%  | 2%      | 20%       | —    |
|       |               |      |         |      |         |           |      |

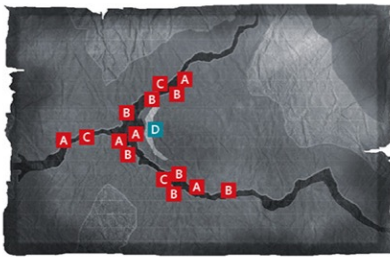
#### LAWS OF FACADE

|                  |                                                                                      |
|------------------|--------------------------------------------------------------------------------------|
| Rule 0090309     | "Parents cannot purchase food for their children's birthday feasts."                 |
| Rule 0056893     | "After a marital argument, make up before the day is over, or you must divorce."     |
| [Number Unknown] | "They even have rules governing the timing and water temperature of a bath." (Weiss) |



## FIELD DATA

## EASTERN ROAD



## Gather Points (A: 3 Lit, B: 3 Lit)

| Place | Item           | Odds |
|-------|----------------|------|
| A     | Medicinal Herb | 30%  |
|       | Berries        | 25%  |
|       | Tree Branch    | 15%  |
|       | Lichen         | 15%  |
|       | Mushroom       | 15%  |
| B     | Copper Ore     | 33%  |
|       | Clay           | 33%  |
|       | Silver Ore     | 15%  |
|       | Iron Ore       | 15%  |
|       | Gold Ore       | 4%   |

## Catching

| Place | Item        | Odds |
|-------|-------------|------|
| C     | Lizard Tail | 100% |

## Fishing

| Place | Fishable Item | Bait |         |         |           |      |
|-------|---------------|------|---------|---------|-----------|------|
|       |               | Lure | Lugworm | Sardine | Earthworm | Carp |
| D     | Black Bass    | 50%  | —       | —       | —         | 10%  |
|       | Giant Catfish | 30%  | —       | —       | 20%       | 80%  |
|       | Royal Fish    | —    | —       | —       | 70%       | —    |
|       | Aquatic Plant | 5%   | 40%     | 40%     | 5%        | 3%   |
|       | Deadwood      | 5%   | 30%     | 30%     | 3%        | 5%   |
|       | Empty Can     | 10%  | 30%     | 30%     | 2%        | 2%   |

## SOUTHERN PLAINS



## Gather Points (A: 2 Lit, B: 2 Lit)

| Place | Item           | Odds |
|-------|----------------|------|
| A     | Medicinal Herb | 14%  |
|       | Berries        | 14%  |
|       | Royal Fern     | 14%  |
|       | Tree Branch    | 14%  |
|       | Ivy            | 10%  |
|       | Sap            | 10%  |
|       | Log            | 7%   |
|       | Natural Rubber | 7%   |
|       | Magic Drop     | 5%   |
|       | Spirit Drop    | 5%   |
| B     | Copper Ore     | 33%  |
|       | Clay           | 33%  |
|       | Silver Ore     | 15%  |
|       | Iron Ore       | 15%  |
|       | Gold Ore       | 4%   |

## DESERT

## Gather Points, Act I (6 Lit)

| Place | Item            | Odds |
|-------|-----------------|------|
| A     | Copper Ore      | 25%  |
|       | Silver Ore      | 20%  |
|       | Gold Ore        | 15%  |
|       | Moldavite       | 15%  |
|       | Iron Ore        | 10%  |
|       | Clay/Meteorite* | 10%  |
|       | Desert Rose     | 5%   |

\*Meteorite available after Act II

## Fishing

| Place | Fishable Item | Bait |         |         |           |      |
|-------|---------------|------|---------|---------|-----------|------|
|       |               | Lure | Lugworm | Sardine | Earthworm | Carp |
| B     | Hynieria      | 5%   | —       | 20%     | —         | 15%  |
|       | Sandfish      | 60%  | 20%     | —       | 30%       | —    |
|       | Rhizodont     | 1%   | —       | 10%     | —         | 5%   |
|       | Rusty Bucket  | 14%  | 40%     | 30%     | 40%       | 20%  |
|       | Empty Can     | 10%  | 35%     | 30%     | 20%       | 50%  |
|       | Rusted Clamp  | 10%  | 5%      | 10%     | 10%       | 10%  |



## Gather Points (2 of Either A or B Lit)

| Place | Item           | Odds |
|-------|----------------|------|
| A     | Clay           | 20%  |
|       | Silver Ore     | 16%  |
|       | Copper Ore     | 16%  |
|       | Iron Ore       | 13%  |
|       | Gold Ore       | 10%  |
|       | Broken Pottery | 9%   |
|       | Moldavite      | 9%   |
|       | Meteorite      | 9%   |
|       | Clay           | 20%  |
|       | Silver Ore     | 16%  |
| B     | Copper Ore     | 16%  |
|       | Iron Ore       | 13%  |
|       | Gold Ore       | 10%  |
|       | Broken Pottery | 8%   |
|       | Eagle Egg*     | 7%   |
|       | Moldavite      | 5%   |
|       | Meteorite      | 5%   |

\*During Quest 08, Eagle Egg odds rise to 100% until first Eagle Egg is found.

## Wooden Boxes

| Place | Item             | Odds |
|-------|------------------|------|
| C     | Pumpkin Seed     | 100% |
| D     | Antidotal Weed   | 100% |
| E     | Tomato Seed      | 100% |
| F     | Speed Fertilizer | 100% |
| G     | Wheat Seedling   | 100% |
| H     | Watermelon Seed  | 100% |
| I     | Bell Pepper Seed | 100% |
| J     | Melon Seed       | 100% |
| K     | Medicinal Herb   | 20%  |
|       | Recovery Potion  | 1%   |
| L     | Medicinal Herb   | 100% |

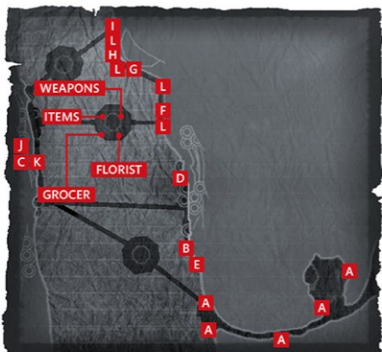
(Tutorials also randomly available in some boxes.)

## Shop Stock

| Shop    | Item                 | Buy (G) | Act |
|---------|----------------------|---------|-----|
| Weapons | Lily-Leaf Sword      | 2400    | II  |
|         | Beastbain            | 16800   | II  |
|         | Faith                | 18000   | II  |
|         | Axe of Beheading     | 19200   | II  |
|         | Sunrise              | 21600   | II  |
| Florist | Red Moonflower Seed  | 120     | II  |
|         | Gold Moonflower Seed | 120     | II  |
|         | Blue Moonflower Seed | 120     | II  |
|         | Bounty Fertilizer    | 300     | II  |

| Shop   | Item           | Buy (G) | Act |
|--------|----------------|---------|-----|
| Items  | Medicinal Herb | 100     | II  |
|        | Health Salve   | 1000    | II  |
|        | Strength Drop  | 500     | II  |
|        | Magic Drop     | 500     | II  |
|        | Defense Drop   | 500     | II  |
| Grocer | Spirit Drop    | 500     | II  |
|        | Pumpkin        | 500     | II  |
|        | Tomato         | 300     | II  |
|        | Eggplant       | 400     | II  |

## THE AERIE



## RADIO WINDOW

In the next several bottom-of-the-page boxes, we'll be highlighting some of the easily-missed dialogue that can be found in the "Radio Window" (the upper-left corner of the screen) during certain scenes.

## SEAFRONT



## Gather Points (3 Lit)

| Place | Item           | Odds |
|-------|----------------|------|
| A     | Shell          | 10%  |
|       | Gastropod      | 10%  |
|       | Bivalve        | 10%  |
|       | Seaweed        | 10%  |
|       | Empty Bottle   | 10%  |
|       | Driftwood      | 10%  |
|       | Crab           | 10%  |
|       | Starfish       | 10%  |
|       | Pearl          | 8%   |
|       | Black Pearl    | 7%   |
|       | Sea Turtle Egg | 5%   |
|       |                |      |
|       |                |      |
|       |                |      |
|       |                |      |

## Wooden Boxes

| Place | Item                 | Odds |
|-------|----------------------|------|
| B     | Dahlia Bulb          | 100% |
| C     | Flowering Fertilizer | 100% |
| D     | Tulip Bulb           | 100% |
| E     | Health Salve         | 20%  |
| F     | Strength Drop        | 10%  |
| G     | Defense Drop         | 10%  |
| H     | Wheat Seedling       | 100% |
| I     | Medicinal Herb       | 40%  |
| J     | Bounty Fertilizer    | 100% |
| J     | Rice Plant Seedling  | 40%  |
| L     | Recovery Potion      | 5%   |
| M     | Medicinal Herb       | 20%  |
| M     | Recovery Potion      | 1%   |

(Fishing-related tutorials also randomly available in some boxes.)

## Fishing

| Place | Fishable Item | Lure | Lugworm | Bait | Sardine | Earthworm | Carp |
|-------|---------------|------|---------|------|---------|-----------|------|
| N     | Sardine       | —    | 50%     | —    | —       | —         | —    |
|       | Blowfish      | —    | 30%     | —    | —       | —         | —    |
|       | Bream         | 60%  | 10%     | —    | —       | —         | —    |
|       | Shark         | —    | —       | 50%  | —       | —         | —    |
|       | Blue Marlin   | 20%  | —       | 30%  | —       | —         | —    |
|       | Dunkleosteus  | 5%   | —       | 10%  | —       | —         | —    |
|       | Aquatic Plant | 5%   | 3%      | 2%   | 30%     | 20%       | —    |
|       | Rusty Bucket  | 5%   | 5%      | 5%   | 50%     | 50%       | —    |
| O     | Empty Can     | 5%   | 2%      | 3%   | 20%     | 30%       | —    |
|       | Shaman Fish   | 90%  | 10%     | —    | —       | —         | —    |
|       | Sardine       | —    | 80%     | —    | —       | —         | —    |
|       | Aquatic Plant | 5%   | 3%      | 70%  | 70%     | 70%       | —    |
|       | Rusty Bucket  | 3%   | 5%      | 20%  | 20%     | 20%       | —    |
|       | Empty Can     | 2%   | 2%      | 10%  | 10%     | 10%       | —    |

## Shop Stock

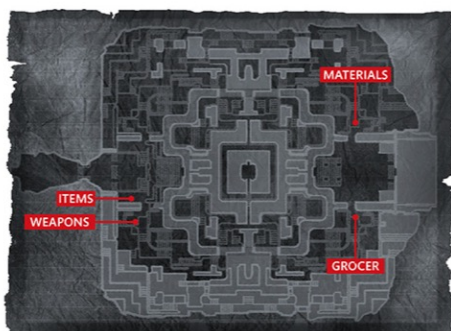
| Shop      | Item                 | Buy (G) | Act  |
|-----------|----------------------|---------|------|
| Weapons   | Lily-Leaf Sword      | 2400    | I    |
|           | Beastbain            | 16800   | I    |
|           | Vile Axe             | 21600   | II   |
|           | The Devil Queen      | 19200   | II   |
|           | Phoenix Dagger       | 36200   | II   |
| Items     | Medicinal Herb       | 100     | I/II |
|           | Health Salve         | 1000    | I/II |
|           | Antidotal Weed       | 600     | I/II |
|           | Strength Drop        | 500     | I/II |
|           | Magic Drop           | 500     | I/II |
|           | Defense Drop         | 500     | I/II |
|           | Spirit Drop          | 500     | I/II |
|           | Speed Fertilizer     | 300     | I/II |
|           | Bounty Fertilizer    | 300     | I/II |
|           | Seafront Map         | 500     | I/II |
|           | Southern Plains Map  | 500     | I/II |
|           | Recovery Potion*     | 8000    | II   |
|           | Strength Capsule*    | 1600    | II   |
|           | Magic Capsule*       | 1600    | II   |
|           | Defense Capsule*     | 1600    | II   |
|           | Spirit Capsule*      | 1600    | II   |
| Materials | Shell                | 100     | I/II |
|           | Gastropod            | 500     | I/II |
|           | Bivalve              | 300     | I/II |
|           | Pearl                | 3000    | I/II |
|           | Moldavite            | 5000    | I/II |
|           | Natural Rubber       | 700     | I/II |
| Fish**    | Sardine              | 250     | I/II |
|           | Blowfish             | 350     | I/II |
|           | Rainbow Trout        | 1200    | I/II |
|           | Bream                | 1500    | I/II |
|           | Black Bass           | 3000    | I/II |
|           | Sandfish             | 5000    | II   |
|           | Royal Fish           | 8000    | II   |
|           | Blue Marlin          | 3800    | II   |
| Bait**    | Hynieria             | 12000   | II   |
|           | Shaman Fish          | 300     | I/II |
|           | Lugworm              | 10      | I/II |
|           | Earthworm            | 10      | I/II |
|           | Lure                 | 100     | I/II |
|           | Sardine              | 250     | I/II |
|           | Carp                 | 200     | I/II |
|           | Shaman Fish          | 300     | I/II |
|           | Melon                | 1200    | I/II |
|           | Gourd                | 600     | I/II |
| Grocer    | Beans                | 360     | I/II |
|           | Rice                 | 600     | I/II |
|           | Royal Fern           | 150     | I/II |
|           | Mushroom             | 800     | I/II |
|           | Bean Seed            | 35      | I/II |
|           | Rice Plant Seedling  | 60      | I/II |
|           | Dahlia Bulb          | 40      | I/II |
|           | Tulip Bulb           | 50      | I/II |
|           | Freesia Bulb         | 80      | I/II |
|           | Red Moonflower Seed  | 120     | I/II |
|           | Gold Moonflower Seed | 120     | I/II |
|           | Blue Moonflower Seed | 120     | I/II |

\* These items are only available if you didn't report the client to Seafont authorities in Quest 47. The listed prices reflect the 20% discount; all other items will also be discounted by 20%.  
 \*\* These items will go up for sale as you clear V-07, V-09, Quests 13-17, and 37-40.

## FACADE

## Shop Stock

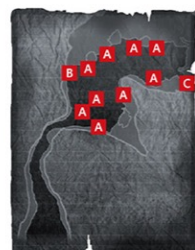
| Shop      | Item                 | Buy (G) | Act  |
|-----------|----------------------|---------|------|
| Weapons   | Earth Wyrm's Claw    | 8400    | I/II |
|           | Beastbain            | 16800   | I/II |
|           | Captain's Holy Spear | 30000   | II   |
|           | Phoenix Spear        | 37400   | II   |
| Materials | Crystal              | 2400    | I/II |
|           | Clay                 | 800     | I/II |
|           | Amber                | 6000    | I/II |
|           | Wool                 | 800     | I/II |
|           | Wolf Hide            | 5000    | I/II |
| Grocer    | Watermelon           | 800     | I/II |
|           | Melon                | 1200    | I/II |
|           | Gourd                | 600     | I/II |
|           | Berries              | 200     | I/II |
|           | Pumpkin              | 500     | I/II |
| Items     | Medicinal Herb       | 100     | I/II |
|           | Health Salve         | 1000    | I/II |
|           | Antidotal Weed       | 600     | I/II |
|           | Desert Map           | 500     | I/II |
|           | Facade Map           | 500     | I/II |
|           | Watermelon Seed      | 80      | I/II |
|           | Melon Seed           | 120     | I/II |
|           | Gourd Seed           | 60      | I/II |
|           | Rice Plant Seedling  | 60      | I/II |
|           | Freesia Bulb         | 80      | I/II |
|           | Flowering Fertilizer | 300     | I/II |
|           | Bounty Fertilizer    | 300     | I/II |



## Gather Points (2 Lit)

| Place | Item             | Odds |
|-------|------------------|------|
| A     | Berries          | 25%  |
|       | Tree Branch      | 20%  |
|       | Sap              | 15%  |
|       | Strength Capsule | 10%  |
|       | Magic Capsule    | 10%  |
|       | Defense Capsule  | 10%  |
|       | Spirit Capsule   | 10%  |

## FOREST OF MYTH



## Gather Points (2 Lit)

| Place | Item           | Odds |
|-------|----------------|------|
| B     | Antidotal Weed | 100% |
| C     | Medicinal Herb | 100% |

RADIO WINDOW: 01-A

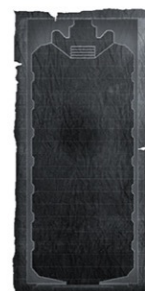
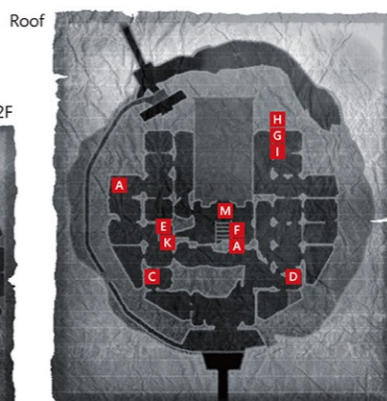
Weiss: "Sheep hunting... There really is no task too immodest for you."

Nier: "Hey, it's harder than it sounds! They're really squirrely, and they run away fast."

Weiss: "So smite them with magic!"



## LOST SHRINE



Altar

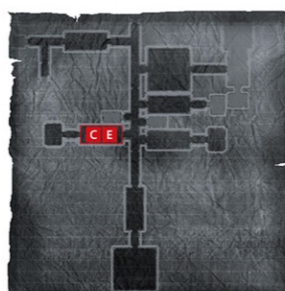
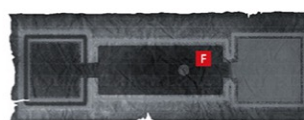
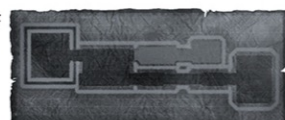
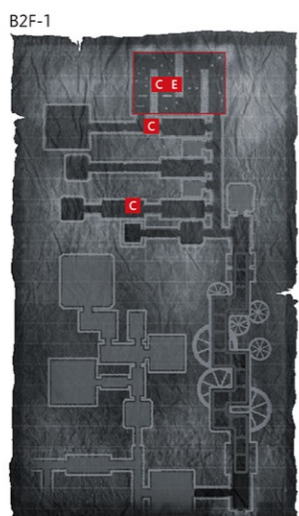
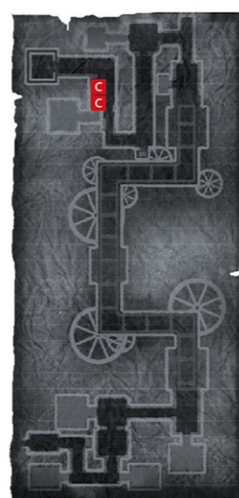


| Place | Item            | Odds |
|-------|-----------------|------|
| A     | Medicinal Herb  | 100% |
| B     | Medicinal Herb  | 20%  |
| C     | Medicinal Herb  | 40%  |
| D     | Antidotal Weed  | 100% |
| E     | Defense Drop    | 20%  |
| F     | Health Salve    | 20%  |
| G     | Magic Drop      | 40%  |
| H     | Recovery Potion | 5%   |
| I     | Strength Drop   | 40%  |
| J     | The Devil Queen | 100% |
| K     | Medicinal Herb  | 20%  |
| L     | Recovery Potion | 1%   |
| L     | Nirvana Dagger  | 100% |
| M     | Beastlord       | 100% |

**TWO BROTHERS WEAPONRY**

A

B



Weapon  
Testing Area

 Shop Stock

| Shop                     | Item               | Buy (G) | Act  |
|--------------------------|--------------------|---------|------|
| Two Brothers<br>Weaponry | Silver Ore         | 1500    | I/II |
|                          | Copper Ore         | 480     | I/II |
|                          | Iron Ore           | 1000    | I/II |
|                          | Dented Metal Board | 750     | I/II |
|                          | Stripped Bolt      | 900     | I/II |
|                          | Broken Lens        | 1100    | I/II |

### ✦ Wooden Boxes

| Place | Item               | Odds |
|-------|--------------------|------|
| B     | Medicinal Herb     | 100% |
| C     | Dented Metal Board | 100% |
| D     | Pyrite             | 5%   |
|       | Amber              | 1%   |
|       | Amber              | 5%   |
| E     | Fluorite           | 3%   |
|       | Damascus Steel     | 1%   |
| F     | Beastcurse         | 100% |

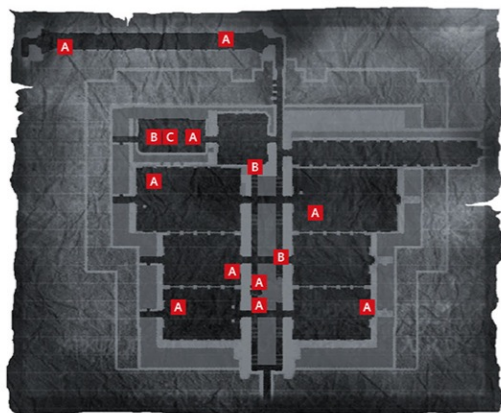
## ✦ Catching

| Place | Item       | Odds |
|-------|------------|------|
| A     | Mouse Tail | 100% |

RADIO WINDOW: 01-B

Nier: "Ah-hah!"  
Weiss: "What is it? Shades!"  
Nier: "No, you're RIGHT! If I use magic, I don't have to get close!"

## BARREN TEMPLE



## Hall

Wooden Boxes  
(Chapter VIII Only)

| Place | Item           | Odds |
|-------|----------------|------|
| B     | Medicinal Herb | 100% |
| C     | Health Salve   | 100% |

## Gather Points, Act I (2 Lit)

| Place | Item     | Odds |
|-------|----------|------|
| A     | Clay     | 30%  |
|       | Iron Ore | 30%  |
|       | Crystal  | 20%  |
|       | Pyrite   | 20%  |

## Gather Points (Post-Quest 32, Pre-Act II)

| Place | Item      | Odds |
|-------|-----------|------|
| A     | Clay      | 30%  |
|       | Iron Ore  | 30%  |
|       | Crystal   | 15%  |
|       | Pyrite    | 15%  |
|       | Fluorite* | 10%  |

\*After learning about Fluorite in Quest 32, the odds of finding Fluorite rise to 100% until first Fluorite is found.

## Gather Points, Act II (2 Lit)

| Place | Item      | Odds |
|-------|-----------|------|
| A     | Iron Ore  | 30%  |
|       | Clay      | 20%  |
|       | Crystal   | 15%  |
|       | Pyrite    | 15%  |
|       | Fluorite  | 10%  |
|       | Meteorite | 10%  |

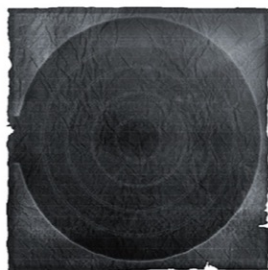
## MANOR



## Wooden Boxes

| Place | Item                     | Odds |
|-------|--------------------------|------|
| A     | Medicinal Herb           | 40%  |
| B     | Medicinal Herb           | 100% |
| C     | Spirit Drop              | 40%  |
| D     | Blade of Treachery       | 100% |
| E     | Fang of the Twins        | 100% |
| F     | Underground Facility Map | 100% |

("Hidden Items" tutorial received from box C.)



## Planning Room

## TOKYO



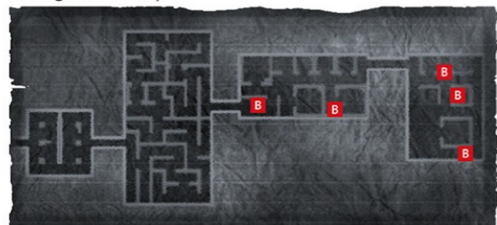
## Wooden Boxes

| Place | Item      | Odds |
|-------|-----------|------|
| A     | Iron Pipe | 100% |

## Underground Facility 1



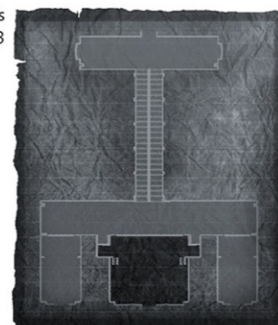
## Underground Facility 2



## Underground Facility 3

Shadowlord's  
Castle 1Shadowlord's  
Castle 2

## SHADOWLORD'S CASTLE

Shadowlord's  
Castle 3

## Wooden Boxes

| Place | Item             | Odds |
|-------|------------------|------|
| A     | Phoenix Sword    | 100% |
| B     | Health Salve     | 100% |
| C     | Recovery Potion  | 100% |
| D     | Strength Capsule | 100% |
| E     | Magic Capsule    | 100% |
| F     | Spirit Capsule   | 100% |
| G     | Medicinal Herb   | 100% |
| H     | Dragon Lance     | 100% |

RADIO WINDOW: 01-C

Weiss: "Might I make another suggestion?"

Nier: "What?"

Weiss: "Do not yell like a madman every time you come to a realization."



## ENEMIES

Enemies can be broadly divided into three categories: Shades, machines, and wild beasts. Each has their own unique properties, which you can review in the diagram to the right. Shades are the most numerous and have the most variations, but suffer from serious weaknesses like losing HP when battling without armor in sunlight.

### ❖ Enemy Properties by Type

#### SHADES

- Appear on cloudy days and in shaded areas.
- If unarmored, gradually lose HP in direct sunlight.
- Many Shades come in both armored and unarmored versions.
- Some are encased within magic-repelling reflectors.
- Drop words and items when defeated.

#### MACHINES

- Only appear in the Junk Heap area.
- Drop items when defeated (these drops differ in each Act).

#### WILD BEASTS

- Once slain, items can be stripped from their corpses.

### ARMOR

Armored Shades begin appearing in Act II. The amount of armor differs by enemy, but each piece has a set amount of durability. Once its durability has been reduced to 0, that individual piece will break off and no longer



As a general rule, magic is more effective at damaging armor. Hit 'em with Dark Phantasm or Dark Hand, and...

contribute to the damage reduction effect of the armor. Strive to break enemy armor with weapons that excel at the Armor Break stat or powerful magic spells.



...most pieces of armor will shatter in a single hit. Once you've knocked off most of the armor, resume using weapon attacks.

### ❖ Armor Properties

- Damage dealt to armored enemies is reduced by 50% to 80%, depending on the amount of armor.
- Armor is divided into different pieces, each of which has its own amount of durability.
- Durability is only reduced by the Armor Break property of attacks.
- Once a piece's durability has been reduced to 0, it breaks off and the enemy's damage reduction is reduced.
- Once all armor is broken, the damage reduction effect will end.

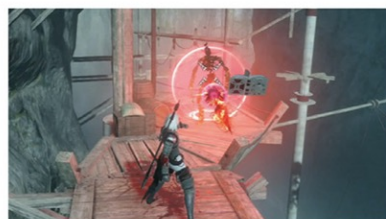
### ❖ Armor Durability by Foe

| Enemy                       | Durability |
|-----------------------------|------------|
| Light Shooter (Armored)     | 15         |
| Light Brawler (Armored)     | 15         |
| Light Caster (Armored)      | 15         |
| Swarm Swordsman (Armored)   | 15         |
| Heavy Striker (Armored)     | 21         |
| Heavy Megastriker (Armored) | 21         |
| Swift Caster (Armored)      | 18         |

| Enemy                             | Durability |
|-----------------------------------|------------|
| Raid Caster (Armored)             | 18         |
| Swift Swordsman (Armored)         | 18         |
| Flying Caster (Armored)           | 14         |
| Ultraheavy Hammerer (Armored)     | 50         |
| Ultraheavy Swordsman (Armored)    | 50         |
| Ultraheavy Raider (Armored)       | 50         |
| Heavy Intercept Shooter (Armored) | 50         |

### REFLECTORS

Reflectors are the purplish barriers that surround certain enemies, negating the magical attacks of Nier and his comrades and returning them as purple magic bullets. Some enemies are capable of triggering reflectors when their armor is broken. You can break the reflectors by knocking them down with powerful strikes like jumping heavy attacks.



Dark Lance and Dark Hand are among the spells capable of breaking through reflectors.



Smash through the reflectors, then unleash powerful magic against the foe within.

### DROPS AND STRIPPING

When defeated, Shades and machines have a set chance of dropping certain items. When aiming for rare drops, use the charts that begin on page 97 as your guide. You can improve your odds by using Word Edit to boost your Item Drop Rate, and by setting the difficulty to Hard. The machine enemies that fill the Junk

Heap typically have high drop rates, so you can earn lots of items by going from map to map in that area, and then sell what you find for gold. Wild beasts don't drop items, but you can strip them from their corpses. Watch your back; you'll be defenseless while you do.

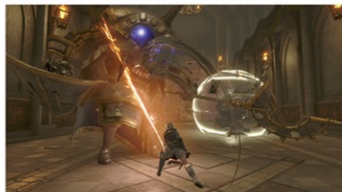


Claim dropped items quickly, because they'll disappear after a short time.

## BOSS BATTLES

You know you're fighting a boss when an HP bar appears at the bottom of the screen and round "attack gauges" appear on your foe. Bosses are stronger than normal foes, and some are only vulnerable on certain body parts. Make Dark Lance the focus of your offense.

### The Steps of a Boss Battle



#### Deal damage to the boss

Damage the boss while protecting yourself with evasive rolls and bullet-repellent spells like Dark Gluttony.



#### The attack gauge appears

Focus your attacks on wherever the attack gauge appears. The Dark Lance spell will let you do damage quickly.



#### Fill the attack gauge and an event triggers

Once all the letters have disappeared, the boss will fall or move on to the next phase of its attack. Repeat until destroyed!

### The Attack Gauge and Clock



#### ATTACK GAUGE

Attack the foe until all of the letters disappear to break a body part or move on to the next phase of the fight.

#### TIME GAUGE

The clock hand indicates how much time you have to do it; if you let it complete a circle, the boss's HP will be restored.

## ENEMY DATA

Regardless of where you are in the game, each Heavy Striker (for example) drops the same items and draws from the same pool of attacks as every other Heavy Striker. That information is shown here. However, other properties like

level, HP, EXP values, and what words they drop vary based on when and where the foe appears. Therefore, that information will be presented in charts in the walkthrough section of this book (beginning on page 100).

### Enemies that Appear Only in 15 Nightmares

- Ultraheavy Swordsman (Armored)
- Heavy Intercept Shooter (Armored)

## SHADES

### SWIFT STRIKER



#### ITEM DROP

None

#### ATTACKS

| Name          | Description                                |
|---------------|--------------------------------------------|
| Downward Chop | Swings weapon downward at close range.     |
| Wide Slice    | Swings weapon side to side at close range. |
| Jumping Slash | A slashing attack while jumping.           |

\*Note: Attacks available only to sword-wielding enemies.

### SWARM SWORDSMAN

ARMORED



#### ITEM DROP

| Item               | Odds | Item                | Odds |
|--------------------|------|---------------------|------|
| Medicinal Herb     | 15%  | Rusty Kitchen Knife | 2%   |
| Used Coloring Book | 5%   | Broken Saw          | 1%   |

#### ATTACKS

| Name          | Description                                |
|---------------|--------------------------------------------|
| Downward Chop | Swings weapon downward at close range.     |
| Wide Slice    | Swings weapon side to side at close range. |
| Jumping Slash | A slashing attack while jumping.           |
| Combo Slash   | A series of slashes at close range.        |

### LIGHT CASTER

ARMORED



#### ITEM DROP

| Item           | Odds | Item              | Odds |
|----------------|------|-------------------|------|
| Medicinal Herb | 10%  | Grubby Book       | 5%   |
| Spirit Drop    | 8%   | Silk Handkerchief | 2%   |

#### ATTACKS

| Name            | Description                                   |
|-----------------|-----------------------------------------------|
| Magic Bullets 1 | Fires a fan-shaped volley of bullets forward. |
| Magic Bullets 2 | Fires bullets forward and around caster.      |
| Magic Bullets 3 | Fires spirals of bullets in five directions.  |
| Magic Bullets 4 | Fires bullets to its sides.                   |

### LIGHT BRAWLER

ARMORED



#### ITEM DROP

| Item           | Odds | Item             | Odds |
|----------------|------|------------------|------|
| Medicinal Herb | 15%  | Dented Metal Bat | 1%   |

#### ATTACKS

| Name          | Description                                |
|---------------|--------------------------------------------|
| Downward Chop | Swings weapon downward at close range.     |
| Wide Slice    | Swings weapon side to side at close range. |
| Jumping Slash | A slashing attack while jumping.           |

### LIGHT SHOOTER

ARMORED



#### ITEM DROP

| Item           | Odds | Item           | Odds |
|----------------|------|----------------|------|
| Medicinal Herb | 10%  | Dirty Bag      | 5%   |
| Magic Drop     | 8%   | Leather Gloves | 2%   |

#### ATTACKS

| Name            | Description                                           |
|-----------------|-------------------------------------------------------|
| Magic Bullets 1 | Repeatedly fires bullets forward.                     |
| Magic Bullets 2 | Repeatedly fires bullets in three forward directions. |
| Magic Bullets 3 | Fires several bullets forward.                        |

### HEAVY STRIKER



The ones that appear in the library (Chapter XI) drop Medicinal Herbs and Health Salves instead.

#### ITEM DROP

| Item             | Odds | Item          | Odds |
|------------------|------|---------------|------|
| Defense Drop     | 15%  | Stopped Clock | 2%   |
| Thick Dictionary | 8%   | Leather Boots | 1%   |

#### ATTACKS\*

| Name            | Description                                    |
|-----------------|------------------------------------------------|
| Downward Chop 1 | Swings weapon downward.                        |
| Downward Chop 2 | Raises weapon and swings it strongly downward. |
| Wide Slice      | Swings weapon side to side.                    |

RADIO WINDOW: 02-B

Nier: "Shh! You're scaring 'em away!"  
Weiss: "Oh. Right."



## ENEMIES

## HEAVY STRIKER

ARMORED



## ITEM DROP

| Item          | Odds | Item              | Odds |
|---------------|------|-------------------|------|
| Strength Drop | 15%  | Broken Wristwatch | 2%   |
| Closed Book   | 8%   | Leather Boots     | 1%   |

## ATTACKS

| Name            | Description                                    |
|-----------------|------------------------------------------------|
| Downward Chop 1 | Swings weapon downward.                        |
| Downward Chop 2 | Raises weapon and swings it strongly downward. |
| Wide Slice      | Swings weapon side to side.                    |
| Rolling Press*  | Rolls in to perform a body press.              |

\*Used by the armored version only.

## SWIFT SWORDSMAN

ARMORED



## ITEM DROP

| Item             | Odds | Item            | Odds |
|------------------|------|-----------------|------|
| Health Salve     | 15%  | Technical Guide | 5%   |
| Strength Capsule | 10%  | Twisted Ring    | 2%   |

## ATTACKS

| Name           | Description                                  |
|----------------|----------------------------------------------|
| Downward Chop  | Swings weapon downward.                      |
| Wide Slice     | Swings weapon side to side.                  |
| Upward Slash 1 | Combos a downward slash into a rising slash. |
| Upward Slash 2 | Performs a rising slash combo attack.        |
| Jumping Slash  | Performs a jump followed by a slash attack.  |
| Combo Slash    | Charges up, then unleashes a combo attack.   |

\*Those appearing in the Barren Temple in Act I have the following drops: Medicinal Herb (40%), Health Salve (15%), Strength Capsule (5%), Twisted Ring (2%).

## ULTRAHEAVY SWORDSMAN

ARMORED



## ITEM DROP

| Item              | Odds      | Item            | Odds      |
|-------------------|-----------|-----------------|-----------|
| Simple Machine    | 33% (10%) | Complex Machine | 33% (10%) |
| Elaborate Machine | 33% (10%) |                 |           |

## ATTACKS

| Name            | Description                              |
|-----------------|------------------------------------------|
| Thrust          | Lunges into attack with blade.           |
| Impact          | Punches the ground to create shockwaves. |
| Rising Thrust 1 | Punches the ground into a rising attack. |
| Rising Thrust 2 | Raises up the ground in a forward arc.   |

\*Odds in parentheses are for the area beneath the manor only (Act II).

## HEAVY MEGASTRIKER

ARMORED



## ITEM DROP

| Item              | Odds | Item          | Odds |
|-------------------|------|---------------|------|
| Broken Wristwatch | 10%  | Leather Boots | 3%   |
| Stopped Clock     | 10%  |               |      |

## ATTACKS

| Name            | Description                                        |
|-----------------|----------------------------------------------------|
| Downward Chop 1 | Swings weapon downward.                            |
| Downward Chop 2 | Raises weapon and swings it strongly downward.     |
| Wide Slice      | Swings weapon side to side.                        |
| Spinning Combo* | Performs a series of combo strikes while spinning. |

\*Used by the armored version only.

## FLYING CASTER

ARMORED



## ITEM DROP

| Item           | Odds | Item             | Odds |
|----------------|------|------------------|------|
| Health Salve   | 10%  | Subdued Bracelet | 2%   |
| Metal Piercing | 8%   |                  |      |

## ATTACKS

| Name            | Description                                     |
|-----------------|-------------------------------------------------|
| Magic Bullets 1 | Release a large amount of heat-seeking bullets. |
| Magic Bullets 2 | Release a giant bullet.                         |
| Magic Bullets 3 | Sprays bullets over a wide area while moving.   |

## ULTRAHEAVY RAIDER

ARMORED



## ITEM DROP

| Item              | Odds     | Item            | Odds     |
|-------------------|----------|-----------------|----------|
| Simple Machine    | 10% (5%) | Complex Machine | 10% (5%) |
| Elaborate Machine | 10% (5%) |                 |          |

## ATTACKS

| Name           | Description                                         |
|----------------|-----------------------------------------------------|
| Whirlwind      | Spreads out arms to unleash a whirlwind.            |
| Area Whirlwind | Unleashes multiple whirlwinds in a forward arc.     |
| Sweep          | Uses arms to perform a close-range sweeping attack. |
| Punch          | Raises arms to perform close-range punch attack.    |
| Kick           | Stomps with feet at close range.                    |

\*Odds in parentheses are for the Southern Plains only (Act I). The Ultraheavy Raiders that appear in The Aerie (Act II) do not drop items.

## SWIFT CASTER

ARMORED



## ITEM DROP

| Item           | Odds | Item             | Odds |
|----------------|------|------------------|------|
| Medicinal Herb | 10%  | Broken Earring   | 5%   |
| Magic Capsule  | 8%   | Forlorn Necklace | 2%   |

## ATTACKS

| Name            | Description                                           |
|-----------------|-------------------------------------------------------|
| Magic Bullets 1 | Repeatedly fires bullets in three forward directions. |
| Magic Bullets 2 | Releases bullets in a forward spread.                 |
| Magic Bullets 3 | Releases bullets in a forward and horizontal spreads. |

## SPHERE



## ITEM DROP

None

## ATTACKS

| Name          | Description                           |
|---------------|---------------------------------------|
| Magic Bullets | Shoots out a rapid series of bullets. |

## HEAVY INTERCEPT SHOOTER

ARMORED



## ITEM DROP

| Item              | Odds     | Item            | Odds     |
|-------------------|----------|-----------------|----------|
| Simple Machine    | 33% (5%) | Complex Machine | 33% (5%) |
| Elaborate Machine | 33% (5%) |                 |          |

## ATTACKS

| Name            | Description                                         |
|-----------------|-----------------------------------------------------|
| Magic Bullets 1 | Shoots a vertical barrage of bullets.               |
| Magic Bullets 2 | Shoots a horizontal barrage of bullets.             |
| Magic Bullets 3 | Unleashes a forward spray of bullets.               |
| Sweep           | Uses arms to perform a close-range sweeping attack. |
| Kick            | Stomps with feet at close range.                    |

\*Odds in parentheses are for the Lost Shrine (Chapters XV-XXI) only.

## RAID CASTER

ARMORED



## ITEM DROP

| Item           | Odds | Item          | Odds |
|----------------|------|---------------|------|
| Spirit Capsule | 10%  | Flashy Hat    | 5%   |
| Medicinal Herb | 8%   | Pretty Choker | 2%   |

## ATTACKS

| Name            | Description                                               |
|-----------------|-----------------------------------------------------------|
| Magic Bullets 1 | Fires a fan-shaped volley of bullets forward.             |
| Magic Bullets 2 | Fires bullets that spread out in a fan shape.             |
| Magic Bullets 3 | Fires spirals of bullets in five directions.              |
| Magic Bullets 4 | Fires bullets from midair that spread out in a fan shape. |
| Healing Bullets | Fires bullets that recover HP.                            |

## ULTRAHEAVY HAMMERER

ARMORED



## ITEM DROP

| Item              | Odds | Item            | Odds |
|-------------------|------|-----------------|------|
| Simple Machine    | 33%  | Complex Machine | 33%  |
| Elaborate Machine | 33%  |                 |      |

## ATTACKS

| Name            | Description                                        |
|-----------------|----------------------------------------------------|
| Rising Thrust 1 | Punches the ground to create an attack from below. |
| Rising Thrust 2 | Punches the ground to attack in different places.  |

RADIO WINDOW: 03-A

Weiss: "Perhaps I could use some of my magic to scoop the fish from the water."  
 NieR: "Wait, you can do that?"  
 Weiss: "If I can establish a line of sight with the fish, then yes."

## MACHINES

## SG-01



## ITEM DROP

| Item               | Odds |
|--------------------|------|
| Dented Metal Board | 60%  |
| Broken Antenna     | 30%  |
| Broken Arm         | 10%  |
| Broken Antenna     | 70%  |
| Broken Arm         | 23%  |
| Broken Lens        | 5%   |
| Large Gear         | 2%   |

## ATTACKS

| Name     | Description                               |
|----------|-------------------------------------------|
| Stun Gun | Thrust attack with arm-mounted stun guns. |

## POD-01



## ITEM DROP

None

## ATTACKS

| Name    | Description                                 |
|---------|---------------------------------------------|
| Gunfire | Spins gun to fire bullets over a wide area. |

## CRM-010



## ITEM DROP

None

## ATTACKS

| Name    | Description                 |
|---------|-----------------------------|
| Gunfire | Fires a barrage of bullets. |

## SF-11



## ITEM DROP

| Item               | Odds |
|--------------------|------|
| Dented Metal Board | 60%  |
| Broken Antenna     | 30%  |
| Broken Arm         | 10%  |
| Severed Cable      | 55%  |
| Broken Motor       | 22%  |
| Broken Battery     | 20%  |
| Machine Oil        | 3%   |

## ATTACKS

| Name        | Description                               |
|-------------|-------------------------------------------|
| Gatling Gun | Fires arm-mounted Gatling gun.            |
| Stun Gun    | Thrust attack with arm-mounted stun guns. |

## SG-10



## ITEM DROP

| Item           | Odds |
|----------------|------|
| Stripped Bolt  | 60%  |
| Broken Antenna | 20%  |
| Broken Motor   | 16%  |
| Titanium Alloy | 4%   |

## ATTACKS

| Name        | Description                    |
|-------------|--------------------------------|
| Gatling Gun | Fires arm-mounted Gatling gun. |

## P-32



## ITEM DROP

| Item           | Odds |
|----------------|------|
| Titanium Alloy | 80%  |
| Memory Alloy   | 20%  |

## ATTACKS

| Name                 | Description                                     |
|----------------------|-------------------------------------------------|
| Punch                | Sweep attack with arms.                         |
| Electric Discharge   | Discharges electricity in area around left leg. |
| Shock Attack         | Fires shock attack from right leg.              |
| Spinning Gatling Gun | Spins torso around firing bullets.              |

## WILD BEASTS

## BAT



## ITEM DROP

| Item     | Odds |
|----------|------|
| Bat Fang | 60%  |
| Bat Wing | 40%  |

## ATTACKS

| Name    | Description                       |
|---------|-----------------------------------|
| Scratch | Scratches with feet while flying. |

## GIANT SPIDER



## ITEM DROP

| Item                | Odds |
|---------------------|------|
| Giant Spider Silk   | 90%  |
| Rainbow Spider Silk | 10%  |

## ATTACKS

| Name          | Description                          |
|---------------|--------------------------------------|
| Poison Spit   | Spits poison forward.                |
| Spider Babies | Drops baby spiders around itself.    |
| Bite          | Baby spiders perform a leaping bite. |
| Charge        | Jumps and charges at foe.            |

## SCORPION



## ITEM DROP

| Item          | Odds |
|---------------|------|
| Scorpion Claw | 70%  |
| Scorpion Tail | 30%  |

## ATTACKS

| Name         | Description                   |
|--------------|-------------------------------|
| Poison Sting | Jumps up and stabs with tail. |

## BOAR



## ITEM DROP

| Item       | Odds |
|------------|------|
| Boar Meat  | 50%  |
| Boar Hide  | 30%  |
| Boar Liver | 20%  |

## ATTACKS

| Name   | Description                     |
|--------|---------------------------------|
| Charge | Rushes forward to headbutt foe. |

## SHEEP



## ITEM DROP

| Item   | Odds |
|--------|------|
| Mutton | 80%  |
| Wool   | 20%  |

## ATTACKS

| Name      | Description                               |
|-----------|-------------------------------------------|
| Back Kick | Performs a launching kick with rear legs. |

## GOAT



## ITEM DROP

| Item      | Odds |
|-----------|------|
| Goat Meat | 80%  |
| Goat Hide | 20%  |

## ATTACKS

| Name      | Description                               |
|-----------|-------------------------------------------|
| Back Kick | Performs a launching kick with rear legs. |
| Charge    | Rushes forward to headbutt foe.           |

## DEER



## ITEM DROP

| Item        | Odds |
|-------------|------|
| Venison     | 90%  |
| Deer Antler | 10%  |

## ATTACKS

| Name      | Description                               |
|-----------|-------------------------------------------|
| Back Kick | Performs a launching kick with rear legs. |
| Charge    | Rushes forward to headbutt foe.           |

## WOLF



## ITEM DROP

| Item      | Odds |
|-----------|------|
| Wolf Fang | 80%  |
| Wolf Hide | 20%  |

## ATTACKS

| Name   | Description                      |
|--------|----------------------------------|
| Charge | Performs a leaping lunge attack. |
| Bite   | Bites foe's arm.                 |

RADIO WINDOW: 03-B

NieR: "Well, can you?"  
Weiss: "Er...no."



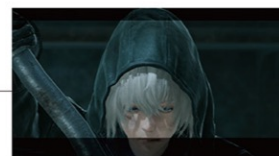
# STORY WALKTHROUGH

The story of *NieR* is divided into two acts, both of which you can see outlined in the flow chart below. When the story splits, you can choose which branch to pursue, but you can't change the branch you're on once you've gone down it.

The "Story Progression" charts at the start of each walkthrough chapter list every action you need to take to complete that chapter, with numbers corresponding to map markers and tips on the page that provide further detail. You'll also find enemy data charts that list enemy level, HP, EXP value, and dropped words for foes in that section of the game.

## ❖ Reading Enemy Data Charts

The enemies you'll face while pursuing the main story are listed in Enemy Data charts, along with the location of their first appearance. New enemies are listed in **red**. Word drops are received in left-to-right order.

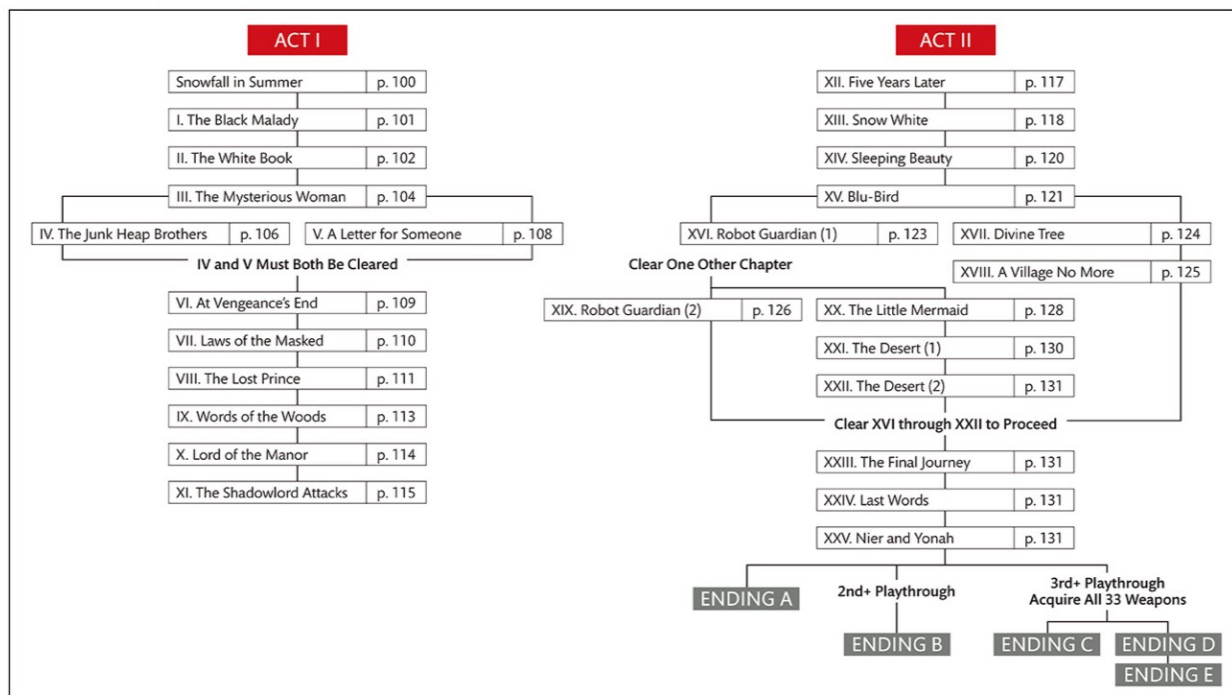


## Enemy Parentheticals List

Sunny: Appears when sunny  
 Cloudy: Appears when cloudy  
 Boss: During boss fight only  
 Limited: Only appears on first visit  
 Guard: Blocks weapon attacks  
 Armored: Wearing armor  
 Reflect: Protected by reflectors

## ❖ Full Main Story Flow Chart\*

\*See page 150 for details on the flow of Ending E



## Snowfall in Summer

As an endless snow falls in the ruins of Tokyo, a man battles dark monsters for survival, and to protect someone he loves.



You'll only be able to use basic combo attacks against the first waves of foes, but after touching Grimoire Noir, you'll get a huge stat boost and begin learning magic spells with which you can pummel your foes. Your MP refills quickly, so don't hold back on the magic! If you get hurt, just blow away enemies until you level up, which fully recovers your HP. You'll level up so often that there's little risk of dying here.

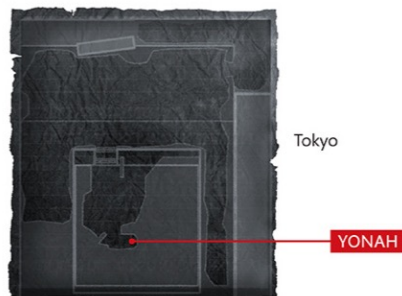
RADIO WINDOW: 03-C

Nier: "Back to fishing, then."  
 Weiss: "Indeed."

## ❖ Story Progression

| #       | Note  | Description                                | Map Name |
|---------|-------|--------------------------------------------|----------|
| 2053-01 |       | Defeat Heavy Striker foe(s)                | Tokyo    |
| 2053-02 | MOVIE | "The Cornered Siblings"                    | Tokyo    |
| 2053-03 |       | Defeat Heavy Striker, Swarm Swordsman foes | Tokyo    |
| 2053-04 | MOVIE | "Grimoire Noir"                            | Tokyo    |
| 2053-05 |       | Defeat the Shade(s)                        | Tokyo    |
| 2053-06 |       | Go to Yonah                                | Tokyo    |
| 2053-07 | BOSS  | Defeat Ultraheavy Raider foe(s)            | Tokyo    |
| 2053-08 |       | Go to Yonah                                | Tokyo    |

## ❖ Map

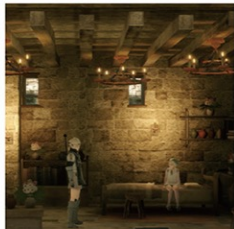


## ❖ Enemy Data

| Area  | Enemy Name                  | Level | HP        | EXP Value | Item Drop |
|-------|-----------------------------|-------|-----------|-----------|-----------|
| Tokyo | Heavy Striker (Limited)     | 25    | 1300-3000 | 0         | —         |
|       | Swarm Swordsman (Limited)   | 18    | 100       | 0         | —         |
|       | Raid Caster (Limited)       | 15    | 500       | 0         | —         |
|       | Ultraheavy Raider (Limited) | 30    | 28000     | 0         | —         |

# I The Black Malady

1,412 years later, in a world where human society is threatened by Shades, Nier works tirelessly to save the sickly Yonah...



At this point, you have access only to Nier's Village and the Northern Plains, and Shades will only appear in scripted events. Accept missions from Popola at the library and complete them to advance. After delivering the Mutton, you'll be able to use the item shop—prioritize buying maps.

## Maps

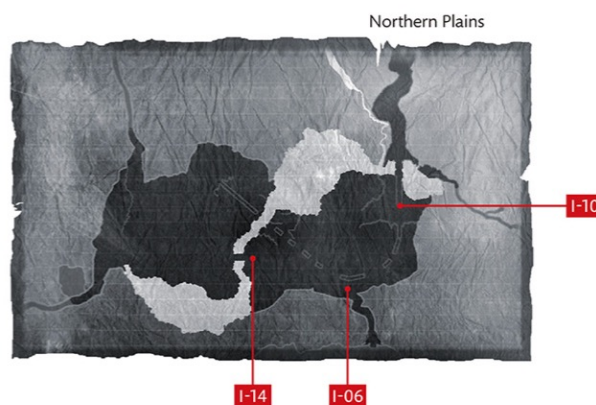


## Enemy Data

| Area            | Enemy Name                      | Level | HP | EXP Value | Item Drop |
|-----------------|---------------------------------|-------|----|-----------|-----------|
| Northern Plains | Sheep                           | 1     | 8  | 1         | —         |
|                 | Goat                            | 3     | 12 | 3         | —         |
|                 | Light Brawler (Sunny, Limited)  | 3     | 80 | 10        | —         |
|                 | Heavy Striker (Cloudy, Limited) | 3     | 54 | 50        | —         |

## Story Progression

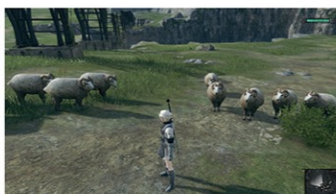
| #    | Note  | Description                                         | Map Name        |
|------|-------|-----------------------------------------------------|-----------------|
| I-01 | MOVIE | "Nier and Yonah"                                    | Nier's Village  |
| I-02 |       | Talk to Popola, get Northern Plains Map and 1,000 G | Library         |
| I-03 |       | Talk to Yonah                                       | Library         |
| I-04 | MOVIE | "People Say..."                                     | Nier's Village  |
| I-05 |       | Go to Northern Plains (via northern gate)           | Nier's Village  |
| I-06 |       | Kill Sheep and get Mutton x3                        | Northern Plains |
| I-07 |       | On way back, defeat Light Brawler foe(s)            | Northern Plains |
| I-08 |       | Return to Nier's Village from the Northern Plains   | Northern Plains |
| I-09 |       | Bring Mutton x3 to the item shop                    | Nier's Village  |
| I-10 |       | Bring Medicinal Herb x3 to Popola                   | Library         |
| I-11 |       | Talk to Yonah at Nier's House                       | Nier's Village  |
| I-12 |       | Talk to Popola                                      | Library         |
| I-13 |       | Go to Northern Plains (via northern gate)           | Nier's Village  |
| I-14 |       | Defeat Heavy Striker foe(s) near the west bridge    | Northern Plains |
| I-15 |       | Return to Nier's Village from the Northern Plains   | Northern Plains |
| I-16 |       | Talk to Popola, get 1,000 G                         | Library         |
| I-17 |       | Examine the bed at Nier's House                     | Nier's Village  |
| I-18 |       | Talk to Popola                                      | Library         |
| I-19 |       | Get Yonah's Ribbon at the eastern gate              | Nier's Village  |
| I-20 |       | Go to Eastern Road (via eastern gate)               | Nier's Village  |



## TIPS AND STRATEGIES

### I-06 Knock the Sheep Down Before They Escape

You can earn Mutton by killing sheep in the Northern Plains and stripping it from their corpses (you'll earn Wool this way too). Sheep flee when attacked, so start with powerful jumping heavy attacks to stop them in their tracks. Attack them head-on or from the sides; if you get behind one, you'll be at risk of being sent flying by their powerful rear kicks.



You can select "Animal" from the Orders menu to call all the scattered sheep to Nier's position.



The three Shades you encounter on the way home won't actually attack you. You'll need to beat them before you return to Nier's Village.

### I-10 Collect Medicinal Herbs from Wooden Boxes

You don't actually have to buy the three requested Medicinal Herbs; you can forage for them at Northern Plains gather spots or find them in boxes on the scaffolding that leads to the Junk Heap; the boxes there hold a whopping seven herbs!



When on a ladder, hold the jump or evade button to climb faster.

### I-14 Master the Art of Fighting Safely

When battling a single Heavy Striker, chain one or two normal attacks into a heavy attack (kick), then pile on damage when the enemy is staggered. When fighting multiples, evade frequently and use jumping heavy attacks to knock them down.



The key to combat is always keeping your foes on the ropes. You'll save a lot of herbs this way.

RADIO WINDOW: 04-A

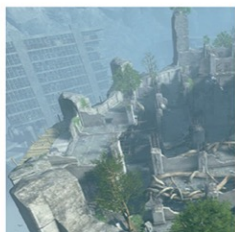
Weiss: "..."  
Nier: "You're really quiet, Weiss."  
Weiss: "The fish will be scared away otherwise, no?"



## STORY WALKTHROUGH

## II The White Book

Even at the gates to a sacred shrine, Nier's resolve to save Yonah from the Black Scrawl does not waver.



In pursuit of the missing Yonah, Nier travels north through the Eastern Road to the Lost Shrine. Inside, he'll face numerous Shades and even a pair of bosses. But at least then he'll have access to combat magic for the first time. Make sure you have plenty of recovery items on hand!



After clearing the Lost Shrine, its entrance will be blocked by rubble, leaving you unable to return for a long time. Make sure to grab the Lost Shrine Map and Nirvana Dagger before it's too late.

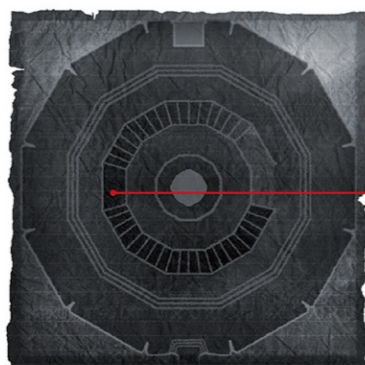
### Story Progression

| #     | Note  | Description                                    | Map Name          |
|-------|-------|------------------------------------------------|-------------------|
| I-01  |       | Go to the Lost Shrine (via Eastern Road)       | Eastern Road      |
| II-02 | MOVIE | "The Collapsed Wall"                           | Lost Shrine 1F    |
| II-03 |       | Get the Bronze Key from a wooden box           | Lost Shrine 2F    |
| II-04 |       | Use the Bronze Key to open the door            | Lost Shrine 2F    |
| II-05 |       | Use a blue crate as a step to proceed          | Lost Shrine: Roof |
| II-06 | MOVIE | Discover Yonah at the altar room               | Lost Shrine Altar |
| II-07 |       | Destroy the barrier around the mysterious book | Lost Shrine Altar |
| II-08 | MOVIE | Examine the mysterious book and select "Yes"   | Lost Shrine Altar |
| II-09 |       | The mysterious book joins your party           | Lost Shrine Altar |
| II-10 |       | Defeat the Swift Striker foe(s)                | Lost Shrine Altar |
| II-11 | MAGIC | Get a Sealed Verse, unlocking Dark Blast magic | Lost Shrine Altar |
| II-12 |       | Defeat the Swift Striker foe(s)                | Lost Shrine Altar |
| II-13 | BOSS  | Battle Hansel & Gretel                         | Lost Shrine Altar |
| II-14 | MAGIC | Get a Sealed Verse, unlocking Dark Lance magic | Lost Shrine Altar |
| II-15 | BOSS  | Defeat Hansel                                  | Lost Shrine Altar |
| II-16 | BOSS  | Defeat Gretel                                  | Lost Shrine Altar |
| II-17 | MOVIE | Go to Yonah                                    | Lost Shrine Altar |
| II-18 | MOVIE | Escape from the shrine                         | Lost Shrine Altar |



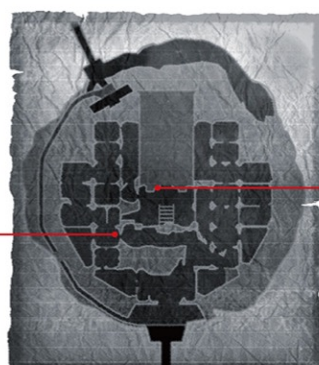
Lost Shrine 3F

### Maps



Lost Shrine 1F

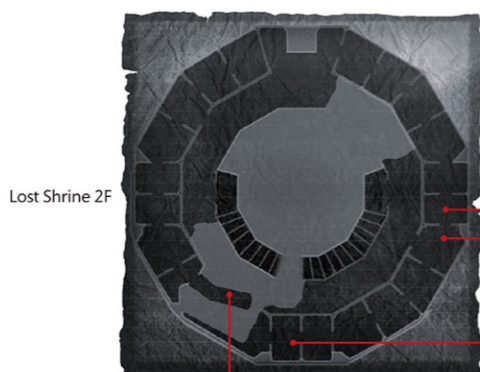
LOST SHRINE MAP



Lost Shrine Roof

MAILBOX

II-05



Lost Shrine 2F

II-04

BRONZE KEY DOOR

BRONZE KEY

NIRVANA DAGGER

Lost Shrine Altar

II-09

II-13

II-15

II-16

### Enemy Data

| Area              | Enemy Name           | Level | HP  | EXP Value | Item Drop                 |
|-------------------|----------------------|-------|-----|-----------|---------------------------|
| Eastern Road      | Goat                 | 3     | 12  | 3         | —                         |
| Lost Shrine 1F-3F | Swift Striker        | 3     | 42  | 10        | —                         |
|                   | Heavy Striker        | 3     | 140 | 20        | —                         |
| Lost Shrine Altar | Swift Striker (Boss) | 2     | 20  | 0         | Tutorial: Charging (100%) |
|                   | Swift Striker (Boss) | 2     | 20  | 0         | Tutorial: Combos (100%)   |

RADIO WINDOW: 04-B

Nier: "Yeah, but... it's just weird."  
 Weiss: "May I talk freely, then?"  
 Nier: "No."

## TIPS AND STRATEGIES

## II-04 Take Down the Larger Shades First

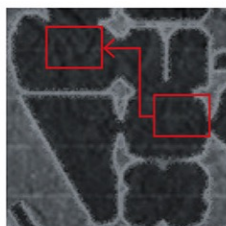
After using the Bronze Key to pass through the door on level 2F, Shades will begin appearing, usually in groups consisting of both Swift Strikers and Heavy Strikers. Only the larger Heavy Strikers will actually attack Nier, so use your camera controls to locate them and take them out first. Strong attacks and jumping strong attacks are especially effective.



When Shades appear in the rooms with a fixed overhead perspective, you'll need to kill them all before the door to proceed will open.

## II-05 Move the Crates to Make a Path

Once you reach the roof area, push and pull the blue box to maneuver it to the broken ladder, as shown on the map below. Once it's in place, get on top of it and do a double-jump towards the broken ladder to reach the higher level. Continue onward, making sure to save before you enter the altar room.

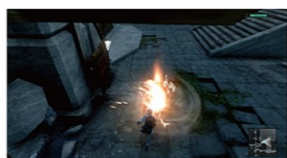


You'll see many movable boxes on your quest, but their color varies by area.

## CHECK!

## How to Land Smoothly From Any Height

If you jump or fall from too high up, you'll go to your knees when you land and be briefly immobilized. But if you do an evasive roll or attack just before you hit the ground, you can avoid being staggered.



Even early in the fall, a jumping heavy attack will let you land smoothly.

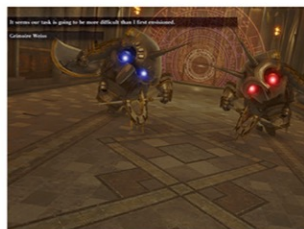
## II-09 Avoid Fighting Fruitless Battles

As soon as Grimoire Weiss joins you, a group of Swift Strikers will attack the altar. If you're still talking with Weiss, wiping out the Swift Strikers will simply result in them endlessly springing back to life. (You won't even get EXP for it!) So kill a few to get some breathing room, finish with Weiss, and THEN wipe them out.



There are lots of Swift Strikers, so it's easy to get surrounded. For safety's sake, run around in circles in the center of the room while Weiss is talking.

## VS Hansel &amp; Gretel



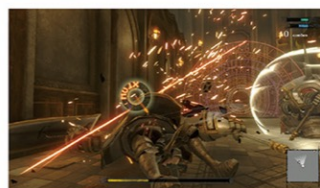
| STATS                  |         |
|------------------------|---------|
| HP                     | 780/780 |
| Power                  | 20/20   |
| Magic Power            | 2/2     |
| Magic Defense          | —       |
| Guard Break            | 10/10   |
| Guard Break Durability | 40/40   |
| EXP Value              | 0/7000  |

## ATTACKS

| Name           | Description                                                           |
|----------------|-----------------------------------------------------------------------|
| Downward Chop  | An overhead forward swing.                                            |
| Side Slice     | A forward horizontal sweep.                                           |
| Power Dash     | Charges energy, then lunges forward at high speed.                    |
| Power Strike   | Swings down with sword and simultaneously summons a barrage of rocks. |
| Spit Bullets A | Fires a forward barrage of magical bullets.                           |
| Spit Bullets B | Fires a series of magical bullets in three directions.                |

## II-13 Keep Your Distance and Dark Blast Away

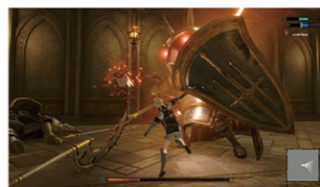
It's best to fight this battle at long range, barraging the bosses with Dark Blast and dodging away if they ever get close. Once the enemy has lost about 20% of its HP, one of the two will put up a defensive barrier while the other attacks with Power Dashes. To avoid them, stay far from the foe and evade to the side when it attacks. Whittle away another 20% of their HP to make the attack gauge appear.



When the attack gauge appears, pelt the enemy with Dark Blast as you run towards it to attack with sword combos.

## II-15 Evade the Bullets and Retaliate with Magic

Hansel mainly attacks with Spit Bullets A and Power Strike. The shots from Spit Bullets A are pretty slow, so you should be able to cancel them with Dark Blast as you strafe to the sides and retaliate with Dark Lance shots. When Hansel raises its sword for a Power Strike, dodge with a well-timed side evasion. Hansel's attack gauge should appear at around 60% HP.



At close range you'll face wide weapon swings and a shield that can fully negate weapon attacks.

## II-16 Clear Out the Shades for a One-on-One Fight

Begin the Gretel fight by clearing out the Swift Strikers. If you stay away from Gretel, it'll attack mostly with Spit Bullets A and B, so cancel its shots with Dark Blast while you pick off the Shades with weapon attacks. When the Shades are gone, turn your Dark Lance on Gretel just as you did with Hansel.

RADIO WINDOW: 04-C

Weiss: "Then what would you have me do?!"  
 Nier: "Shhh! You're scaring 'em away."  
 Weiss: "...Damn."



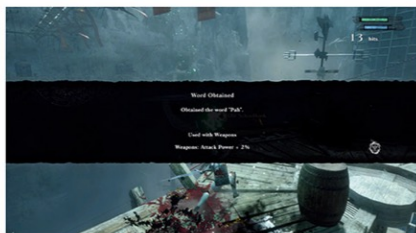
## STORY WALKTHROUGH

# III The Mysterious Woman

She is unpleasant, despicable, and crude. Nier's world was so much simpler before he met her.



At The Aerie, you'll fight two boss battles in a row. And over the course of this chapter, you'll start collecting words, start pursuing quests, and even have a companion for a while. Lots of new things start happening here, and lots of new areas open up as well.

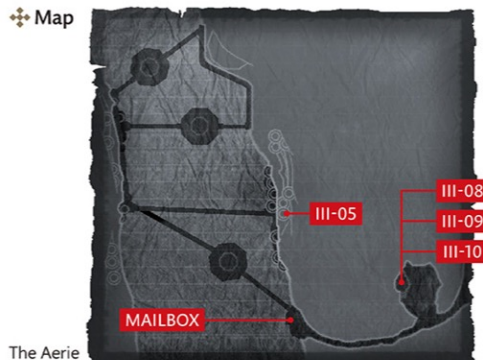


Once you earn your first words, don't forget to equip them to your weapons and spells! See page 82 for details.

## Story Progression

| #      | Note                                                      | Description | Map Name        |
|--------|-----------------------------------------------------------|-------------|-----------------|
| II-01  | Talk to Devola near the fountain                          |             | Nier's Village  |
| III-02 | Talk to Popola                                            |             | Library         |
| III-03 | Go to Northern Plains (via northern gate)                 |             | Nier's Village  |
| III-04 | Go to The Aerie (via Northern Plains)                     |             | Northern Plains |
| III-05 | Go to the chief's house and speak to him through the door |             | The Aerie       |
| III-06 | Examine the flowers at the shack outside of town          |             | The Aerie       |
| III-07 | MOVIE "Encounter with the Hussy"                          |             | The Aerie       |
| III-08 | BOSS Fight with the Hussy: Part 1                         |             | The Aerie       |
| III-09 | BOSS Fight with the Hussy: Part 2                         |             | The Aerie       |
| III-10 | BOSS Fight Hook and drive him away                        |             | The Aerie       |
| III-11 | MAGIC Get a Sealed Verse, unlocking Dark Hand magic       |             | The Aerie       |
| III-12 | MOVIE "Tending to Kainé"                                  |             | The Aerie       |
| III-13 | Go to Northern Plains (via The Aerie)                     |             | The Aerie       |

## Map



The Aerie

## Enemy Data

| Area            | Enemy Name                 | Level | HP   | EXP Value | Item Drop                                                                                            |
|-----------------|----------------------------|-------|------|-----------|------------------------------------------------------------------------------------------------------|
| Northern Plains | Sheep                      | 1     | 8    | 1         | —                                                                                                    |
|                 | Goat                       | 3     | 12   | 3         | —                                                                                                    |
|                 | Boar                       | 10    | 2150 | 60        | —                                                                                                    |
|                 | Light Brawler (Sunny)      | 4     | 80   | 20        | Tutorial: Sidestep Attacks (20%) / Tutorial: Sidestepping (10%)                                      |
|                 | Light Brawler (Cloudy)     | 4     | 80   | 20        | Tutorial: Stronger Dark Blasts (10%) / Tutorial: Finishing Blow (30%) / Lug (6%)                     |
| The Aerie       | Light Brawler              | 4     | 80   | 20        | Tutorial: Breakable Boxes (20%) / Tutorial: Absorbing Blood (40%) / Pah (100%)                       |
|                 | Light Shooter              | 4     | 64   | 30        | Tutorial: Magical Collisions (10%) / Tutorial: Deflecting Enemy Magic (20%) / Mah (20%) / Geb (100%) |
|                 | Heavy Striker (Guard)      | 5     | 180  | 50        | Bes (100%) / Var (100%)                                                                              |
|                 | Sphere (Boss)              | 1     | 10   | 0         | —                                                                                                    |
|                 | Bat                        | 4     | 112  | 5         | —                                                                                                    |
| Southern Plains | Deer                       | 8     | 116  | 20        | Tutorial: Ordering Animals (10%)                                                                     |
|                 | Giant Spider               | 13    | 580  | 60        | Tutorial: Earning Money (30%)                                                                        |
|                 | Ultraheavy Raider (Cloudy) | 14    | 3240 | 400       | Soles (50%) / Besi (35%)                                                                             |
| Desert          | Scorpion                   | 4     | 95   | 5         | Tutorial: Fishing Tip 2 (40%) / Tutorial: Poison (100% chance if poisoned by enemy attack)           |
|                 | Wolf                       | 12    | 302  | 100       | Tutorial: Fighting Wolves (20%)                                                                      |
|                 | Wolf                       | 12    | 302  | 100       | —                                                                                                    |

## TIPS AND STRATEGIES

### III-02 Begin Your Side Questing Career

After you speak with Popola, you'll be able to accept quests. As some quests are only available for a limited time due to story progression, it's a good idea to pursue them as early as possible. You can see the full list of quests beginning on page 142; we recommend checking the availability window of each quest, as well as where it takes place and what items it requires, so you can pursue them alongside the main story objectives.



Even if you don't intend to pursue quests right away, there's no harm in accepting them. Quest clients are marked with a circled black dot on your mini-map.

### III-05 Find the Mayor in the Golden House

The houses of The Aerie look a lot alike, but the chief's is the highest one, and golden in color. Cross the first bridge to the end, and climb up the ladder immediately to the right. As you cross the next bridge, you'll spot the house at the end of the bridge and to the right. The enemies along the way can be easily knocked off the bridges with spells like Dark Lance, but their word drops will be lost. Instead, try to herd them into open areas to beat them with weapon attacks and Dark Blast magic.

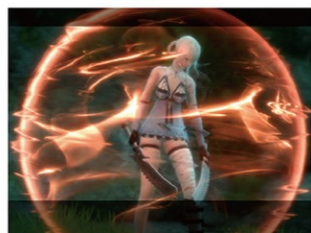


Only one Heavy Striker appears on the direct route to the chief's house. If you want both its word drops, seek more Heavy Strikers out on this dead-end route.

RADIO WINDOW: 05

Weiss: "I hate to ask, but...can you not swim?"  
Nier: "...Don't tell Yonah, okay?"

## VS The Hussy



| STATS                  |     |
|------------------------|-----|
| HP                     | 538 |
| Power                  | 13  |
| Magic Power            | 8   |
| Magic Defense          | 5   |
| Guard Break            | 20  |
| Guard Break Durability | 16  |
| EXP Value              | —   |

## ATTACKS

| Name                   | Description                                                              |
|------------------------|--------------------------------------------------------------------------|
| Slash Combo            | A six-hit sword combo that ends with a jump attack. (Can be cancelled.)  |
| Spinning Slash         | Sweeps swords outward, then performs spinning attack.                    |
| Kick                   | Delivers a three-kick combo.                                             |
| Sword Rush             | Lunges forward with sword after evading.                                 |
| Shockwave              | Releases shockwave that quickly travels along the ground.                |
| Bullets & Homing Shots | Summons magic seal that fires both large shots and smaller homing shots. |

## III-08 Exploit the Opening After Her Sword Rushes

At first she only attacks with kicks and slashing combos, so just evade and hit her with charged Dark Blasts when she chases after you with Sword Rushes. (You'll want them to be charged so they're able to pursue this spry foe.) When she's down to about 50% HP, you'll move on to the next fight.



When fighting at close range, your repeated hits may knock her back, but she'll quickly recover and retaliate. Roll away after no more than two combos to avoid getting hit.



If you engage at close range she'll use sword combos, Spinning Slashes, and kicks. Beware: The third hits of her Spinning Slashes and kicks can't be blocked.

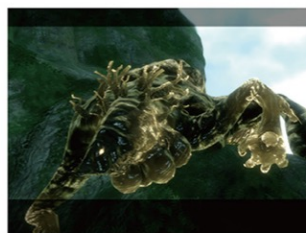
## III-09 Use Dashes to Avoid Her Bullet Attacks

In the second part of the fight, she'll focus more on projectile attacks, and even perfectly timed Dark Blasts will no longer slow her down. Sidestep circle around her, staying a moderate distance away, and you should be able to dodge her projectiles. After evading one, immediately retaliate with a Dark Lance attack. When she summons a magic circle to bombard you, she'll be immobilized, giving you a chance to get behind her and use a combo attack. When she's down to about 20% of her HP, the Hook fight will begin.



The speed of the homing bullets makes them hard to dodge, but they do so little damage that you can afford to ignore them and focus on offense.

## VS Hook



| STATS                  |      |
|------------------------|------|
| HP                     | 1700 |
| Power                  | 25   |
| Magic Power            | 3    |
| Magic Defense          | —    |
| Guard Break            | 20   |
| Guard Break Durability | —    |
| EXP Value              | 4000 |

## ATTACKS

| Name            | Description                                                              |
|-----------------|--------------------------------------------------------------------------|
| Oral Shockwaves | Emits numerous shockwaves from its mouth.                                |
| Magic Bullets   | Fires a barrage of bullets from its mouth.                               |
| Stomp           | Stomps with one foot, causing a large circular shockwave.                |
| Sixfold Stomp   | Alternates stomping with both feet to create a series of six shockwaves. |
| Spit Spheres    | Expels six magic bullet-emitting Spheres from its mouth.                 |
| Spit Bullets B  | Fires a series of magical bullets in three directions.                   |

## III-10 Attack with Dark Lance from a Safe Distance

Stay out of range of the shockwaves caused by Hook's Stomp attack and attack it with Dark Lance blasts. You should be able to dispel the magic bullets it fires at you with basic combo attacks, and the MP you absorb from that will help fuel your offense. Approach Hook only when the attack gauge appears on a leg; break it with combo attacks, then resume your long-range tactics. When Hook climbs onto the cliff, prioritize destroying the Spheres it spits onto the battlefield, then target its head with Dark Blasts. After two leg attack gauges, the final gauge will appear on its head.



During the Hook battle, the hussy will fight at your side, engaging it at short range so you can snipe from afar.

## CHECK! Using Dark Hand Effectively

The Dark Hand magic you learn at the end of this chapter is powerful, hits a wide area, and can even send smaller foes flying. It's effective against both large groups of foes and bosses.

Keep in mind that the Dark Hand punches in whatever direction Nier is facing, not towards the center of the screen like many other spells do. When using it without lock on, its area of effect is wide enough that it will usually hit enemies who are not directly ahead of Nier but slightly to the sides. The spell takes a bit of time to cast, so it's best used immediately after evading an enemy attack; if you're locked on to a foe, it should still hit it even after your positions have changed.



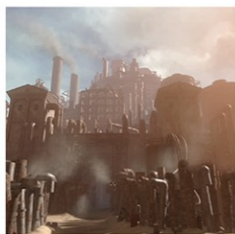
When facing multiple foes, lock on to one of them and then cast while running away for easy auto-aiming.



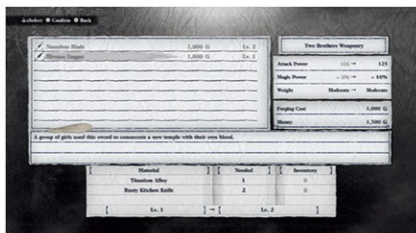
## STORY WALKTHROUGH

## IV Junk Heap Brothers

Amid the creaking of rusted iron and the stench of rotting oil, a tragedy unfolds in the Junk Heap's machine fortress.



When you enter the Junk Heap's fortress in search of Titanium Alloy, you'll find it full of machine enemies. Beware: the SG-01, SG-10 and SF-11 models always drop items when slain, but explode a second or two later. Healing items are in short supply here, so max out on herbs before you head inside.



After bringing the Titanium Alloy to Two Brothers Weaponry, they'll begin to offer weapon upgrades. You'll need to provide the raw materials and 1000 Gold each time.

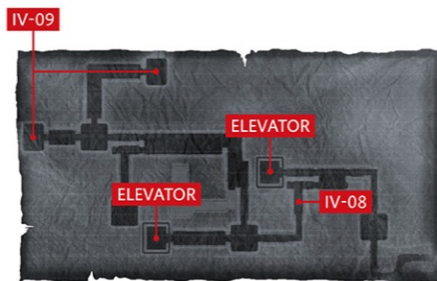
## ❖ Story Progression

| #     | Note  | Description                                                                                                              | Map Name            |
|-------|-------|--------------------------------------------------------------------------------------------------------------------------|---------------------|
| IV-01 |       | Return to Nier's Village from the Northern Plains                                                                        | Northern Plains     |
| IV-02 |       | Visit Popola's Office                                                                                                    | Library             |
| IV-03 |       | Talk to Devola at the tavern                                                                                             | Nier's Village      |
| IV-04 |       | Go to Northern Plains (via northern gate)                                                                                | Nier's Village      |
| IV-05 |       | Go to Junk Heap Area (via Northern Plains)                                                                               | Northern Plains     |
| IV-06 |       | Go to Two Brothers Weaponry, get Junk Heap Map                                                                           | Junk Heap Area      |
| IV-07 |       | Go to Junk Heap 1F (via Junk Heap Area)                                                                                  | Junk Heap Area      |
| IV-08 |       | Use a crate as a step to proceed                                                                                         | Junk Heap 1F-1      |
| IV-09 |       | Defeat SG-10 foes, acquire Titanium Alloy x3                                                                             | Junk Heap 1F-1      |
| IV-10 |       | Bring Titanium Alloy x3 to Two Brothers Weaponry<br>Upgrade Nameless Blade to Lvl. 2<br>Acquire elevator activation code | Junk Heap Area      |
| IV-11 |       | Go to Junk Heap Area (via Northern Plains)                                                                               | Junk Heap Area      |
| IV-12 |       | Use elevator to reach level B1F                                                                                          | Junk Heap 1F-1      |
| IV-13 |       | Use a bomb to destroy the fence                                                                                          | Junk Heap B1F       |
| IV-14 |       | Ride the mine cart to proceed                                                                                            | Junk Heap B1F       |
| IV-15 |       | Use bombs to destroy two fences, cross pit to proceed                                                                    | Junk Heap B1F       |
| IV-16 | BOSS  | Defeat Geppetto (Hands)                                                                                                  | Weapon Testing Area |
| IV-17 |       | Defeat SG-01, SG-10, POD-01 foe(s)                                                                                       | Weapon Testing Area |
| IV-18 | BOSS  | Defeat Geppetto (Head)                                                                                                   | Weapon Testing Area |
| IV-19 | MAGIC | Get a Sealed Verse<br>Unlock Dark Gluttony magic                                                                         | Weapon Testing Area |
| IV-20 |       | Examine the fallen woman, get Perfume Bottle                                                                             | Weapon Testing Area |
| IV-21 |       | Bring Perfume Bottle to Two Brothers Weaponry                                                                            | Junk Heap Area      |
| IV-22 |       | Go to Northern Plains (via Junk Heap Area)                                                                               | Junk Heap Area      |

## ❖ Maps

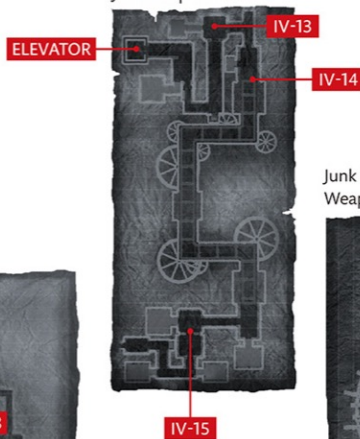
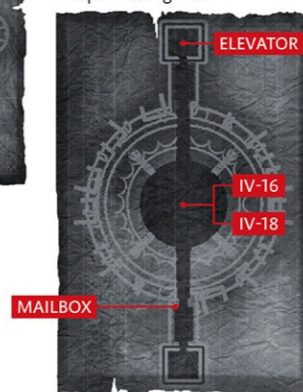


Junk Heap Area



Junk Heap 1F-1

Junk Heap B1F

Junk Heap  
Weapon Testing Area

## ❖ Enemy Data

| Area                | Enemy Name             | Level | HP   | EXP Value | Item Drop                                                                                 |
|---------------------|------------------------|-------|------|-----------|-------------------------------------------------------------------------------------------|
| Northern Plains     | Sheep                  | 1     | 8    | 1         | —                                                                                         |
|                     | Goat                   | 3     | 12   | 3         | —                                                                                         |
|                     | Boar                   | 10    | 2150 | 60        | —                                                                                         |
|                     | Light Brawler (Sunny)  | 4     | 80   | 20        | Tutorial: Sidestep Attacks (20%) / Tutorial: Sidestepping (10%)                           |
|                     | Light Brawler (Cloudy) | 4     | 80   | 20        | Tutorial: Stronger Dark Blasts (10%) / Tutorial: Finishing Blow (30%) / Lug (6%)          |
| Junk Heap 1F        | Light Brawler (Cloudy) | 4     | 80   | 20        | Tutorial: Sidestep Attacks (20%) / Tutorial: Sidestepping (10%) / Ashur (30%) / Hoda (8%) |
|                     | SG-01                  | 8     | 144  | 50        | Tutorial: Rare Items (30%)                                                                |
| Junk Heap B1F       | SG-01                  | 8     | 144  | 50        | Tutorial: Combo + Magic Charging (10%)                                                    |
|                     | SG-10                  | 8     | 144  | 50        | —                                                                                         |
|                     | POD-01                 | 8     | 86   | 60        | —                                                                                         |
|                     | SF-11                  | 8     | 58   | 50        | Tutorial: Combo + Magic Charging (10%)                                                    |
|                     | CRM-010                | 8     | 58   | 40        | —                                                                                         |
| Weapon Testing Area | SG-01 (Boss)           | 6     | 15   | 50        | —                                                                                         |
|                     | SG-10 (Boss)           | 6     | 15   | 50        | —                                                                                         |
|                     | POD-01 (Boss)          | 6     | 2-45 | 60        | —                                                                                         |

RADIO WINDOW: 06-B

Nier: "Look, I know Yonah's not a four-star chef or anything, but she puts her heart into it! Only a real jerk wouldn't appreciate the effort. What kind of brother do you think I am!?"  
Weiss: "Did you hear me imply anything of the sort?"

## TIPS AND STRATEGIES

## III-08 TO 09 Get Titanium Alloy from SG-10 Machines

At this point, the elevators in the facility will not be operable, so aim for the rooms marked IV-09. You'll need to double-jump and push boxes to progress through the hallway to reach them. In each room you'll face SF-01 and SG-10 foes, and the SG-10 in the western room will always drop Titanium Alloys.



In these overhead perspective rooms, Dark Hand punches not towards the center of the screen, but in the direction Nier is facing. Aim accordingly!

## IV-13 Throw a Bomb to Destroy the Fence

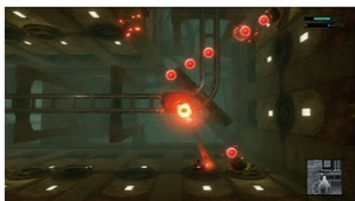
Shortly after you destroy the POD-01 machine, a bomb will rise up from the lift beneath it. If you grab it and huck it at the wooden fence that blocks your progress, you can blow the fence to pieces. If you miss, just let a little time pass and a new bomb will appear.



Bombs explode a short time after they're picked up, whether you're still holding them or not. Get rid of 'em quickly or you'll take heavy damage from the blast.

## IV-14 Refrain from Jumping on the Mine Cart

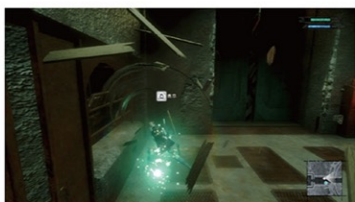
Enemies will attack from all sides while you ride the mine cart. It's best to blaze through the ride at top speed, using Dark Blast and weapon attacks to cancel enemy bullets. Just be careful not to accidentally jump, as falling off the cart will damage you and send you back to the beginning of the ride.



The bullets fired from enemy turrets are so slow you can easily dispatch them with melee attacks. Save your charged Dark Blasts for incoming foes.

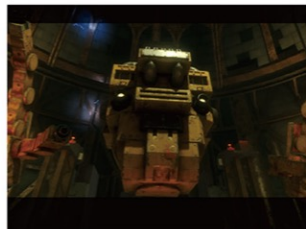
## IV-15 Double-jump into a Roll to Cross the Pit

As you proceed through the facility, you'll encounter two more fences that will need to be destroyed with bombs. Be careful not to fall into the pit in front of the second one. Throw a bomb across the gap to destroy the fence, then double-jump and evade near the peak of the second jump to cross the pit.



The boxes by the mailbox in the Weapon Testing Area contain two Medicinal Herbs. If you need more, pop back into B1F to make the box reappear.

## VS Geppetto



## STATS (HAND/HEAD)

|                        |          |
|------------------------|----------|
| HP                     | 700/1350 |
| Power                  | 40/40    |
| Magic Power            | 4/4      |
| Magic Defense          | 30/100   |
| Guard Break            | 20/20    |
| Guard Break Durability | —        |
| EXP Value              | 0/6000   |

## ATTACKS

| Name            | Description                                                                      |
|-----------------|----------------------------------------------------------------------------------|
| Homing Laser    | Emits a laser from fingertips on each hand, which cross as they home in on Nier. |
| Sweeping Laser  | Emits four lasers from fingertips on each hand, which sweep the battlefield.     |
| Downing Laser   | Emits four lasers diagonally downward from fingertips, which cross repeatedly.   |
| Squash          | Attempts to squash downward onto Nier from above him.                            |
| Guided Missiles | Fires barrage of guided missiles from eyes; firing more when low on HP.          |
| Wide Laser      | Emits a laser from its mouth, which sweeps left to right multiple times.         |

## IV-16 Target the Core on Geppetto's Hands

Each attack from Geppetto's hands will provide you an opening to retaliate. All three lasers can be dodged with well-timed double-jumps, after which you should strike with a Dark Lance. Note that hits to the cores on the palms of each hand deal double damage, so focus on those between Geppetto's attacks.



Sprinting is enough to avoid Geppetto's squash attacks. After a failed squash, the hand will be briefly stunned, so hit it with combo attacks and Dark Hand magic.

## IV-18 Safe Spots on Either Side of Geppetto's Head

Geppetto's head alternates between guided missile and wide laser attacks. The missiles can be outrun if you stay sprinting. As you run, make your way to either side of Geppetto's head; those are the only places where you'll be safe from the wide laser follow-up attack. While the laser is firing, shoot Dark Lances into Geppetto's mouth. But as soon as it's about to shut off, switch to tossing bombs into it.



When a bomb goes off in Geppetto's mouth, it'll be briefly stunned, giving you a chance to follow up with Dark Lances or Blasts. There's no attack gauge on this fight; just empty out that life bar.

## CHECK!

## Rack Up Money to Buy Beastbain

With strong stats in both Power and Magic, the Beastbain is arguably the best weapon in Act I. After you clear the Junk Heap, you'll be free to return. So if you want that Beastbain, repeatedly battle Junk Heap foes for EXP and drops you can sell to pay off its 16800 Gold price tag.

RADIO WINDOW: 06-C

Nier: "I guess not."  
Weiss: "Just... Well... Good luck."  
Nier: "...Yeah."



## STORY WALKTHROUGH

# V A Letter for Someone

With Yonah struggling, Nier races to Seafront in hopes of catching a Shaman Fish to ease her pain.



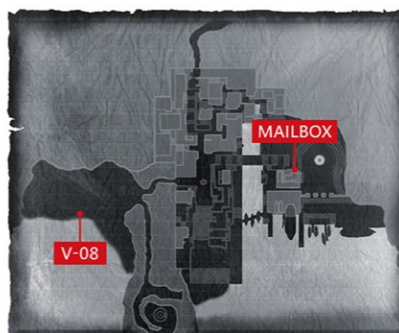
A scripted battle in the Southern Plains will lead into an unplanned delivery quest. While in Seafront, you can also get the fishing pole and lure you need to fish in the various waters of NieR's world.

## ❖ Maps

Southern Plains



Seafront



## ❖ Enemy Data

| Area            | Enemy Name                     | Level | HP   | EXP Value | Item Drop                                                                                        |
|-----------------|--------------------------------|-------|------|-----------|--------------------------------------------------------------------------------------------------|
| Southern Plains | Deer                           | 8     | 116  | 20        | Tutorial: Ordering Animals (10%)                                                                 |
|                 | Giant Spider                   | 13    | 580  | 60        | Tutorial: Earning Money (30%)                                                                    |
|                 | Ultraheavy Raider (Cloudy)     | 14    | 3240 | 400       | Soles (50%) / Besi (30%)                                                                         |
|                 | Heavy Striker (Limited, Guard) | 10    | 360  | 40        | Tutorial: Heavy Attack Guard Breaks (30%) / Tutorial: Guard Breaks (100%) / Hod (9%) / Sol (30%) |
|                 | Swarm Swordsman (Limited)      | 10    | 180  | 30        | Lugir (5%) / Paha (2%)                                                                           |

## TIPS AND STRATEGIES

### V-05 Save the Guard from the Shade Swarm

After entering the Southern Plains, you'll encounter a guard being attacked by Shades. There are quite a lot of them, but they're focused on chasing the guard, so it'll be easy to pick them off from a distance with Dark Lances.



If you go too far away from the guard, Weiss will say something and the Shades will leave you and resume attacking the guard. Exploit this to shake them if you're ever overwhelmed.

### V-08 Catch a Shaman Fish at the West Beach

You can catch a Shaman Fish from anywhere on the sandy west beach; use your Lure in the water to begin. (You can also catch rare Aquatic Plants and Empty Cans.) At this point, you won't have much luck fishing at Seafront's eastern shore.



Lift your rod right when the fish bites, then move in the opposite direction that it's swimming. When it runs out of HP, you'll reel it in.

## ❖ Story Progression

| #    | Note | Description                                                                                           | Map Name        |
|------|------|-------------------------------------------------------------------------------------------------------|-----------------|
| V-01 |      | Return to NieR's Village from the Northern Plains                                                     | NieR's Village  |
| V-02 |      | Talk to Yonah at NieR's House                                                                         | NieR's Village  |
| V-03 |      | Talk to Popola                                                                                        | Library         |
| V-04 |      | Go to Southern Plains (via southern gate)                                                             | NieR's Village  |
| V-05 |      | Defeat Shades and speak to guard, get one-handed sword "Moonrise"                                     | Southern Plains |
| V-06 |      | Go to Seafront (via Southern Plains)                                                                  | Southern Plains |
| V-07 |      | Talk to villager at Seafront's south pier, get Fishing Rod and Lure                                   | Seafront        |
| V-08 |      | Successfully fish at the beach, get Shaman Fish                                                       | Seafront        |
| V-09 |      | Speak to the old woman, and select "Yes"                                                              | Seafront        |
| V-10 |      | Talk to the mail carrier at the post office<br>Get a letter for the old woman and a letter for Popola | Seafront        |
| V-11 |      | Bring the letter to the old woman at the lighthouse<br>Get 1,000 G                                    | Seafront        |
| V-12 |      | Go to Southern Plains (via Seafront)                                                                  | Seafront        |
| V-13 |      | Go to NieR's Village (via Southern Plains)                                                            | Southern Plains |
| V-14 |      | Talk to Yonah at NieR's House                                                                         | NieR's Village  |

### CHECK! The Ultraheavy Raider of the Southern Plains

A mighty Ultraheavy Raider appears in the western part of the Southern Plains on cloudy days. At this point in the game, defeating it from afar with Dark Lances is possible, but very time-consuming. It can throw whirlwinds at you, but their range is limited. However, it will gradually approach you as you shoot at it, so make sure to keep moving before you end up cornered. Among its drops are powerful Words and the Simple Machine raw material needed to upgrade the Beastbain.



If you do get hit, it'll nearly kill Nier in just a single shot. Use Magic Drops to boost your damage and kill this tough foe more quickly.

RADIO WINDOW: 07-A

Weiss: "A drink with a lizard's tail inside certainly sounds impressive!"  
NieR: "Heh. Yeah, Popola's really something when she starts drinking."  
Weiss: "Surely you jest!"

## VI At Vengeance's End

Back at The Aerie, Nier teams up with Kainé to defeat a giant Shade. There, at vengeance's end, a new battle begins.



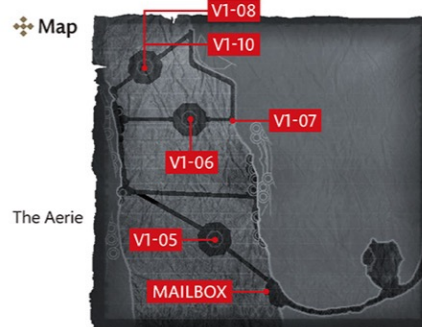
This chapter is set almost entirely within The Aerie, as you pursue Hook throughout the town in a series of battles. Once you enter The Aerie from the Northern Plains, you won't be able to leave or use a mailbox until you've earned your Sealed Verse, so make sure you've saved and have plenty of recovery items on hand.



Here you'll face the first Shades with reflectors. Most of your magic won't be effective against them, but knocking them down clears the reflector, and you can blast them then.

### Story Progression

| #     | Note  | Description                               | Map Name        |
|-------|-------|-------------------------------------------|-----------------|
| VI-01 |       | Talk to Popola                            | Library         |
| VI-02 |       | Go to Northern Plains (via northern gate) | Nier's Village  |
| VI-03 |       | Go to The Aerie (via Northern Plains)     | Northern Plains |
| VI-04 |       | Reunite with Kainé                        | The Aerie       |
| VI-05 | BOSS  | Defeat Hook (Part 1)                      | The Aerie       |
| VI-06 | BOSS  | Defeat Hook (Part 2)                      | The Aerie       |
| VI-07 | BOSS  | Defeat the Spheres with attack gauges     | The Aerie       |
| VI-08 | BOSS  | Defeat Hook (Part 3)                      | The Aerie       |
| VI-09 | MOVIE | "Kainé's Grandma"                         | The Aerie       |
| VI-10 | BOSS  | Defeat Hook (Part 4)                      | The Aerie       |
| VI-11 |       | Examine the fallen Kainé                  | The Aerie       |
| VI-12 | MOVIE | "Within Kainé's Heart"                    | The Aerie       |
| VI-13 |       | Get a Sealed Verse                        | The Aerie       |
|       | MAGIC | Unlock Dark Phantasm magic                |                 |
|       |       | Kainé joins the party                     |                 |
| VI-14 |       | Go to Northern Plains (via The Aerie)     | The Aerie       |

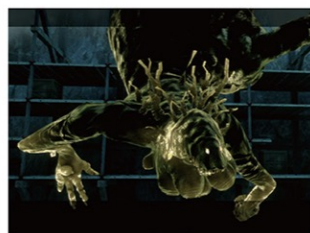


### Enemy Data

| Area      | Enemy Name                         | Level | HP    | EXP Value | Item Drop                                                                            |
|-----------|------------------------------------|-------|-------|-----------|--------------------------------------------------------------------------------------|
| The Aerie | Bat                                | 4     | 112   | 5         | —                                                                                    |
|           | Light Brawler (Limited, Reflector) | 10    | 180   | 60        | Tutorial: Fighting Magic-Resistant Enemies (30%) / Tutorial: Magic Resistance (100%) |
|           | Light Shooter (Limited)            | 10    | 144   | 60        | Tutorial: Skull Cracker (30%) / Solir (50%)                                          |
|           | Light Caster (Limited)             | 10    | 144   | 60        | Tutorial: Cancels (100%) / Ashurir (100%)                                            |
|           | Sphere (Limited)                   | 10    | 40-72 | 0         | —                                                                                    |

## TIPS AND STRATEGIES

### VS Hook



| STATS                  |       |
|------------------------|-------|
| HP                     | 8000  |
| Power                  | 170   |
| Magic Power            | 15    |
| Magic Defense          | —     |
| Guard Break            | 30    |
| Guard Break Durability | —     |
| EXP Value              | 10000 |

### ATTACKS

| Name             | Description                                                              |
|------------------|--------------------------------------------------------------------------|
| Stomp Shockwave  | Stomps with one foot, causing a large circular shockwave.                |
| Tail Sweep       | A rapid forward sweep with its tail.                                     |
| Swinging Bullets | Fires a barrage of bullets from its mouth while swinging its head.       |
| Tail Spheres     | Spawns six magic bullet-firing Spheres from its tail.                    |
| Tail Slap        | Slaps tail against ground, causing a large circular shockwave.           |
| Twofold Stomp    | Alternates stomping with both feet to create two consecutive shockwaves. |
| Charge           | Charges forward while surrounded by a ball of charged electricity.       |
| Spit Spheres     | Expels ten magic bullet-emitting Spheres from its mouth.                 |

### VI-05 Strike with Magic Before the Battle Begins

Don't let Hook goad you into charging to the platform where it awaits you. You can use Dark Lances to knock off the first 20% of its HP from the bridges, where you'll be out of range of Hook's attacks.

### VI-06 TO 08 Pursue Hook While Breaking Attack Gauges

In part 2 of the Hook fight, jump to dodge the shockwaves of Hook's tail attack, and shoot the tail when it falls to the ground. When Hook's down to about 70% HP, an attack gauge will appear on its tail. This one's not timed, so use ranged spells to destroy it at your leisure. Once Hook begins to move, destroy all the Shades with attack gauges to move on to part 3. As with part 1, you can safely blast Hook down to 30% of its HP with Dark Lance shots from the bridge.



When fighting along the cliffs, try to stay near the top of the screen. From there you can use Dark Lance to hit any foe in front of you, and Dark Hand to hit any foe below you.

### VI-10 Fight Near Hook's Front Right Foot

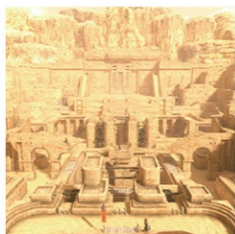
In the battle's final phase, Hook will use Tail Spheres, Charge, and Twofold Stomp in that order. If you stay just to the side of Hook's right front foot, you'll be safe from its charge attack. Jump the shockwaves from the stomps, wipe out the spheres and hit Hook when you can, but keep returning to that foot until the final attack gauge appears on Hook's head.



## STORY WALKTHROUGH

## VII Laws of the Masked

Nier's party crosses the sandstorm-swept eastern desert to a nation of strange masked people who speak a foreign tongue.

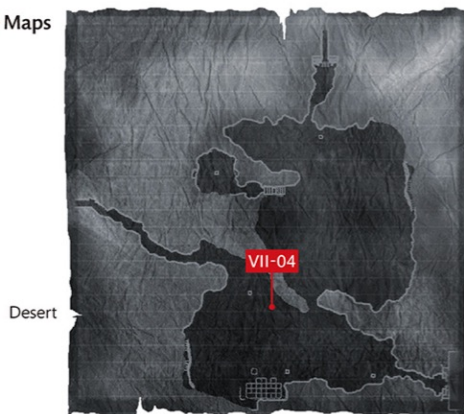


In this chapter, you'll face a single battle against desert wolves, and the remainder is mostly being shown around Facade by Fyra. At first you won't be able to communicate with anyone or even patronize the shops in Facade; follow the steps outlined to the right to find your footing.



Once you're able to communicate with the locals, visit the item shop to buy the Desert Map and Facade Map before attempting to find the Barren Temple.

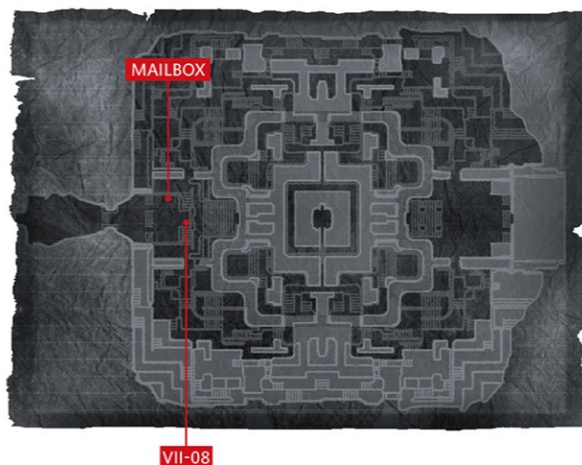
## ✦ Maps



## ✦ Story Progression

| #      | Note  | Description                                                       | Map Name        |
|--------|-------|-------------------------------------------------------------------|-----------------|
| VII-01 |       | Go to Nier's Village from the Northern Plains                     | Northern Plains |
| VII-02 |       | Go to Eastern Road (via eastern gate)                             | Nier's Village  |
| VII-03 |       | Go to Desert (via Eastern Road)                                   | Eastern Road    |
| VII-04 |       | Survive an attack from the wolf pack                              | Desert          |
| VII-05 |       | Go to the gates of Facade                                         | Desert          |
| VII-06 | MOVIE | "Admission to Facade"                                             | Desert          |
| VII-07 |       | Examine the door to the king's manor, and select "Yes"            | Facade          |
| VII-08 |       | Pick up everything dropped by the girl who trips, and talk to her | Facade          |
| VII-09 |       | Follow Fyra as she shows you around the city                      | Facade          |
| VII-10 |       | Talk to Fyra, listen to item shop explanation                     | Facade          |
| VII-11 |       | Talk to Fyra, listen to sand-skiff dock explanation               | Facade          |
| VII-12 |       | Talk to Fyra, listen to grocery shop explanation                  | Facade          |
| VII-13 |       | Talk to Fyra, listen to strange-thing store explanation           | Facade          |
| VII-14 |       | Talk to Fyra, listen to materials shop explanation                | Facade          |
| VII-15 |       | Talk to Fyra, listen to weapons shop explanation                  | Facade          |
| VII-16 |       | Talk to Fyra, listen to royal palace explanation                  | Facade          |
| VII-17 |       | Talk to the royal advisor                                         | Facade          |
| VII-18 |       | Talk to Fyra                                                      | Facade          |
| VII-19 |       | Examine the gate at the city's entrance                           | Facade          |
| VII-20 |       | Talk to Fyra                                                      | Facade          |
| VII-21 |       | Go to Desert (via Facade)                                         | Facade          |

## Facade



## TIPS AND STRATEGIES

## VII-04 Hit the Wolves with Dark Hand as You Evade

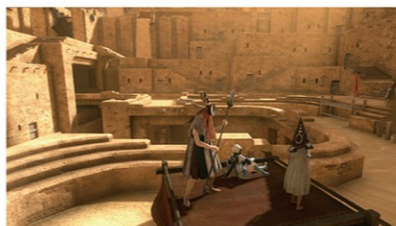
The many wolves of the desert will attack as a pack when you're spotted. If you beat at least three wolves and head in the direction of Facade, the wolf pack leader will appear on the cliffs and lead his pack away. (You could also just run to Facade to advance the story, but that's a lot harder.)



The wolves are fast and difficult to hit. When they attack from multiple directions, roll out of encirclement as you swing with Dark Hand.

## VII-08 TO 16 Let Fyra Show You the Sights of Facade

After you help collect her fruits and plate, Fyra will give you a tour of Facade. Follow her from behind, taking care not to block her path, and speak to her only when she stops walking. You can skip straight to the tour's final stop (the king's manor) by selecting "Yes" after she shows you the grocery store.



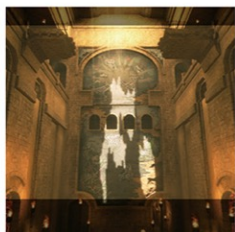
The tour will involve several rides on a sand-skiff. Once the skiff starts to move, you can press the start button to skip straight to your destination.

RADIO WINDOW: 07-C

Weiss: "Does alcohol affect Devola in the same manner?"  
Nier: "Devola's more of a lightweight. If she has even a little, she starts acting all cute and meowing like a kitten..."

## VIII The Lost Prince

Nier enters the Barren Temple seeking clues about the Black Scrawl. There he finds himself bound by rules yet again.

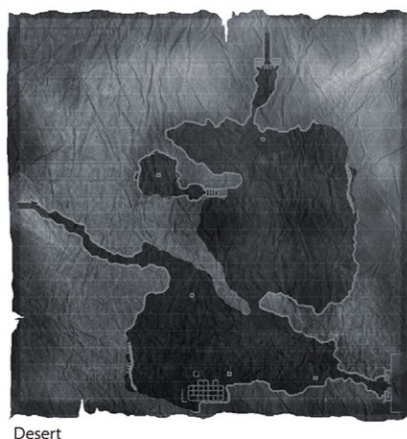


Fyra leads Nier and his friends to the Barren Temple, where they'll find a series of rooms with sealed doors. In each room you'll either have to wipe out a group of Shades, or reach and destroy shining red cubes to unlock the next room—until you finally reach the boss at the end.

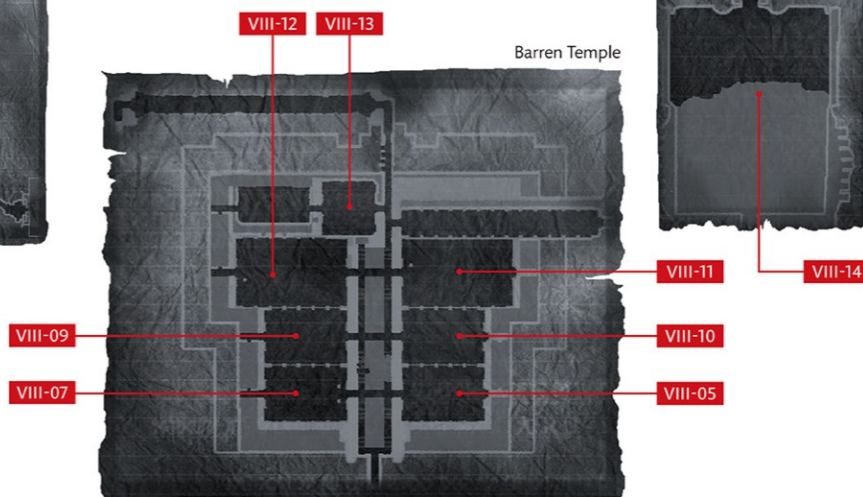


Each room has rules that bar the use of certain actions. Violate these rules, or get hit by a magic bullet from a cube, and you'll have to start that room over.

### Maps



Desert



### Story Progression

| #       | Note  | Description                                                         | Map Name            |
|---------|-------|---------------------------------------------------------------------|---------------------|
| VIII-01 |       | Talk to Fyra                                                        | Desert              |
| VIII-02 |       | Follow Fyra, staying close to her as you fight off wolves           | Desert              |
| VIII-03 |       | Go to the Barren Temple area, get Barren Temple Map                 | Desert              |
| VIII-04 |       | Enter the Barren Temple (via the Desert)                            | Desert              |
| VIII-05 |       | Complete the "Leaping Rabbit" room                                  | Barren Temple       |
| VIII-06 | MOVIE | "The 93rd Prince of Facade"                                         | Barren Temple       |
| VIII-07 |       | Complete the "Leaping Rabbit"/"Stationary Owl" room                 | Barren Temple       |
| VIII-08 | MOVIE | "Kainé Is Taken Away"                                               | Barren Temple       |
| VIII-09 |       | Complete the "Racing Wolf"/"Evasive Mouse"/"Magic-Spewing Bat" room | Barren Temple       |
| VIII-10 |       | Complete the "Protected Turtle"/"Magic-Spewing Bat" room            | Barren Temple       |
| VIII-11 |       | Complete the "Evasive Mouse"/"Magic-Spewing Bat" room               | Barren Temple       |
| VIII-12 |       | Complete the "Blade-Wielding Tiger" room                            | Barren Temple       |
| VIII-13 |       | Complete the "Evasive Mouse" room                                   | Barren Temple       |
| VIII-14 | BOSS  | Defeat Shahriyar (Part 1)                                           | Barren Temple: Hall |
| VIII-15 | MOVIE | "Reunited with Kainé"                                               | Barren Temple: Hall |
| VIII-16 | BOSS  | Defeat Shahriyar (Part 2)                                           | Barren Temple: Hall |
| VIII-17 | BOSS  | Defeat Shahriyar (Part 3)                                           | Barren Temple: Hall |
| VIII-18 | MOVIE | "Proof of Worth"                                                    | Barren Temple: Hall |
| VIII-19 |       | Talk to Masked King, get one-handed sword "Rebirth"                 | Facade              |
| VIII-20 |       | Talk to Masked King                                                 | Facade              |
| VIII-21 | MAGIC | Get a Sealed Verse, unlocking Dark Wall magic                       | Facade              |
| VIII-22 |       | Go to Desert (via Facade)                                           | Facade              |

### Enemy Data

| Area            | Enemy Name                       | Level | HP   | EXP Value | Item Drop                                                       |
|-----------------|----------------------------------|-------|------|-----------|-----------------------------------------------------------------|
| Northern Plains | Sheep                            | 1     | 27   | 1         | —                                                               |
|                 | Goat                             | 3     | 56   | 3         | —                                                               |
|                 | Boar                             | 10    | 2150 | 60        | —                                                               |
|                 | Light Brawler (Sunny)            | 4     | 80   | 20        | Tutorial: Sidestep Attacks (20%) / Tutorial: Sidestepping (10%) |
|                 | Swarm Swordsman (Cloudy)         | 13    | 290  | 60        | Tutorial: Ordering Allies (100%) / Luges (4%) / Vara (30%)      |
|                 | Light Shooter (Cloudy)           | 12    | 200  | 40        | Kon (30%) / Geba (30%)                                          |
| Barren Temple   | Swift Swordsman (Limited, Guard) | 12    | 403  | 100       | Tutorial: Combo Basics (30%) / Mahir (9%) / Besa (14%)          |
|                 | Ultraheavy Hammerer (Limited)    | 12    | 900  | 600       | Konir (25%) / Ot (30%)                                          |

(See page 108 for Desert enemy data)

RADIO WINDOW: 07-D

Weiss: "Devola!? For true!?"

Nier: "For true."

Weiss: "Alcohol is a fearsome chemical indeed."



## STORY WALKTHROUGH

## TIPS AND STRATEGIES

## VIII-05 Move Crates and Smash Cubes to Proceed

Jumping is the banned action in this room, so you'll need to progress by pushing crates to block the bullet generators. In the last passage, pull the right crate out to give yourself space to push the left crate towards the generator. Once the red cube is in sight, destroy it with a long-range spell.

## VIII-09 Take to the Air When You Can't Sprint

The prohibition on sprinting is particularly tough to deal with. Fortunately, you can press the left analog stick as hard as you want in midair without triggering a sprint, so double-jump onto and over the generators to clear this room.

## ❖ Prohibited Actions in Each Room

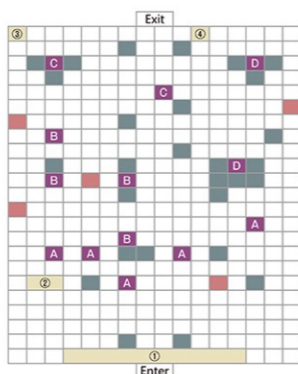
- Stationary Owl: Standing Still
- Magic-Spewing Bat: Magic
- Protected Turtle: Guarding
- Evasive Mouse: Evasion
- Racing Wolf: Sprinting

## VIII-12 Use Pillars as Shields to Shoot Each Cube

Weapons are forbidden here, so you'll have to use Dark Blast or Dark Lance to hit the red glowing cubes. Use the pillars as shields to protect you from magic bullets as you maneuver to the four positions from which to shoot the cubes.

## ❖ Chart Key

|             |             |
|-------------|-------------|
|             |             |
|             |             |
| Hit  from ① | Hit  from ③ |
| Hit  from ② | Hit  from ④ |



## VIII-13 Battle Powerful Shades Without Evading

To defeat these Shades without evading, try to stay on the move and hit them with Dark Hand spells. The Ultraheavy Hammerers at the end will use ranged attacks, but they can mostly be dodged if you keep sprinting.

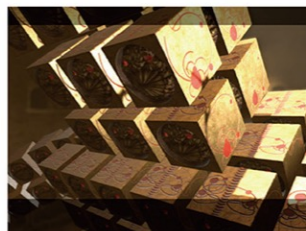


The Ultraheavy Hammerer is slow, but it can hit a wide area with its two-handed hammer smash. When it lifts its arms, stop attacking and run.

**CHECK!** Fill Your Inventory by Breaking Rules

In room VIII-13, you can learn words and get item drops, especially from the Swift Swordsmen, who drop Strength Capsules and Health Salves. Rack them up, then break a rule and do it all over again.

## VS Shahriyar



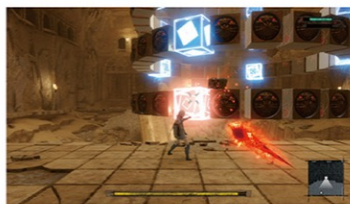
| STATS                  |       |
|------------------------|-------|
| HP                     | 100   |
| Power                  | 58    |
| Magic Power            | 3     |
| Magic Defense          | —     |
| Guard Break            | 30    |
| Guard Break Durability | —     |
| EXP Value              | 12000 |

## ATTACKS

| Name           | Description                                                                                                              |
|----------------|--------------------------------------------------------------------------------------------------------------------------|
| Bullet Curtain | Multiple boxes spin around, spraying bullets.                                                                            |
| Ground Pound   | Smashes ground with one hand, emitting shockwaves. After the shockwaves, strikes in a sweeping motion.                   |
| Double Strike  | Smashes ground with one hand, emitting shockwaves. After the shockwaves, multiple boxes in its arm fly out horizontally. |
| Beam           | Multiple boxes fire beams. Its direction varies based on number of remaining boxes.                                      |

## VIII-14 Strike Only at the Glowing Red Cubes

This boss consists of four rings of cubes, some of which glow red. Destroy all of the red cubes ring by ring, to proceed to the next stage of the fight. At this stage, focus on targeting the glowing cubes with Dark Lance and Dark Blast as you dodge their bullet attacks. Note that the cubes that glow blue are completely invulnerable.



The second and fourth rings spin faster, so you'll need to lead your targets a little more. Each brown cube you destroy will release bullets, so try not to destroy too many of them.

## VIII-16 Retaliate After Shahriyar's Ground Pound

Once Shahriyar transforms into a roughly humanoid shape, it'll begin attacking with hands made of four blue cubes. After a ground pound attack, these cubes will turn red, so jump over the shockwaves and strike them. When it enters the ground pound stance, it'll attack with the rear arm first, so be ready for it.



Evade the boss's double strike attack by standing between the boxes at the edge of the room. Once one hand is destroyed, the boss will only do ground pounds.

## VIII-17 Learn the Beam Attack Patterns

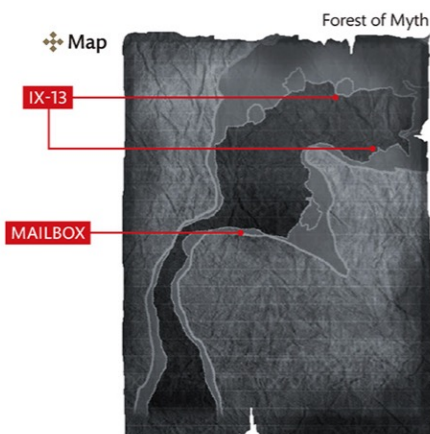
In its final stage, the boss forms four square rings that shoot beam attacks; dodge them as you retaliate with Dark Lance blasts. The first ring's beams rotate from the outside of the ring to the inside, the second from the inside to the outside, and the third and fourth sweep from top to bottom. For the safest positioning, try to stay in front of one of the corner cubes.

## IX Words of the Woods

Words dance through the woods as reality thins. You fall deeper and deeper into a dream, its words echoing in the void...



When you speak to the chief of the Forest of Myth, you'll be pulled into the Death-dream, a portion of the game that unfolds as a sound novel. There's no combat here, only pages of text. You'll need to give the correct answers to a series of multiple-choice riddles to find your way back to reality.



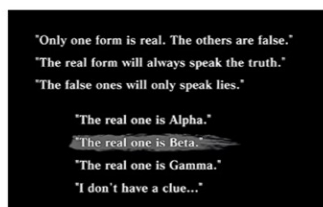
### ❖ Enemy Data

| Area          | Enemy Name    | Level | HP  | EXP Value | Item Drop                     |
|---------------|---------------|-------|-----|-----------|-------------------------------|
| Barren Temple | Bat           | 4     | 110 | 5         | —                             |
|               | Giant Spider  | 13    | 576 | 60        | Tutorial: Earning Money (30%) |
|               | Light Shooter | 12    | 202 | 40        | Ashur (20%) / Hoda (20%)      |

## TIPS AND STRATEGIES

### IX-13 Awaken the Remaining Villagers

After earning the Sealed Verse, you can talk to two other villagers and get pulled into their dreams as well. It isn't essential to the story progression, but if you pull them both back to reality (again by selecting the right answers), the mayor will reward you with the one-handed sword "Faith."



The answer to free the male villager is "The real one is Beta." But even if you guess wrong, you'll be able to change your answer.

### ❖ Escaping the Dim Corridors

If you can't escape from the female villager's labyrinth within eight choices, it's game over. Try north, east, north, east, north.



### ❖ Story Progression

| #     | Note  | Description                                                  | Map Name        |
|-------|-------|--------------------------------------------------------------|-----------------|
| IX-01 |       | Go to Eastern Road (via Desert)                              | Desert          |
| IX-02 |       | Go to Nier's Village (via Eastern Road)                      | Eastern Road    |
| IX-03 |       | Talk to Yonah at Nier's House, select "Sure I'll stay."      | Nier's Village  |
| IX-04 | MOVIE | "A Strange Dream"                                            | Nier's Village  |
| IX-05 |       | Talk to Yonah at Nier's House                                | Nier's Village  |
| IX-06 |       | Talk to Popola                                               | Library         |
| IX-07 |       | Go to Northern Plains (via northern gate)                    | Nier's Village  |
| IX-08 |       | Go to Forest of Myth (via Northern Plains)                   | Northern Plains |
| IX-09 |       | Talk to the mayor                                            | Forest of Myth  |
| IX-10 |       | Select "The answer is...a secret."                           | Forest of Myth  |
| IX-11 |       | Select "Sunlight!"                                           | Forest of Myth  |
| IX-12 |       | Select "A man."                                              | Forest of Myth  |
| IX-13 | MAGIC | Get a Sealed Verse, unlocking Dark Execution magic           | Forest of Myth  |
| IX-14 |       | Go to Northern Plains (via Forest of Myth)                   | Forest of Myth  |
| IX-15 |       | Go to Nier's Village (via Northern Plains)                   | Northern Plains |
| IX-16 |       | Talk to Popola at the library                                | Library         |
| IX-17 |       | Go to Southern Plains (via southern gate)                    | Nier's Village  |
| IX-18 |       | Go to Seafrost (via Southern Plains)                         | Southern Plains |
| IX-19 |       | Talk to the man with the red bag on the main street          | Seafrost        |
| IX-20 |       | Talk to the woman at the tavern                              | Seafrost        |
| IX-21 |       | Talk to the wife at the tackle shop                          | Seafrost        |
| IX-22 |       | Go to Southern Plains (via Seafrost)                         | Seafrost        |
| IX-23 |       | Search for the Red-Bag Man's wife in the Southern Plains     | Southern Plains |
| IX-24 |       | Defeat the Shade in the Southern Plains, pick up the Red Bag | Southern Plains |
| IX-25 |       | Go to Seafrost (via Southern Plains)                         | Southern Plains |
| IX-26 | MOVIE | Talk to the Red-Bag Man                                      | Seafrost        |
| IX-27 |       | Go to Southern Plains (via Seafrost)                         | Seafrost        |
| IX-28 |       | Go to Nier's Village (via Southern Plains)                   | Southern Plains |
| IX-29 |       | Talk to Popola at the library                                | Nier's Village  |



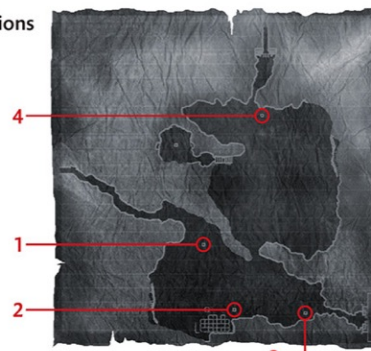
If you make a wrong choice during the mayor's dream, nothing bad will happen; you'll simply be asked the question again. You'll always get the Sealed Verse at the end.

### CHECK! Return to Facade Before the End of Act I

At some point after point VIII-22, try to pay a visit to Facade. There, a villager in front of the palace will give you a Royal Compass that will let you cross the sandstorm, and the advisor on the palace's roof will grant you access to the network of desert wells.

### ❖ Desert Well Locations

- Entrance
- Graveyard
- Facade
- Barren Temple

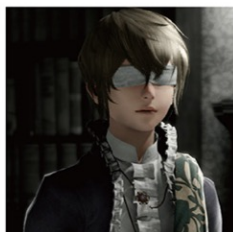




## STORY WALKTHROUGH

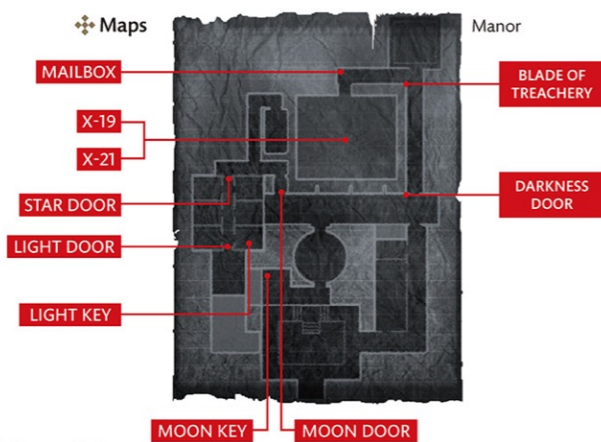
## X Lord of the Manor

After discovering that Yonah has been exchanging letters with someone, Nier pays a visit to the pen pal's creepy manor.



If you have any side quests from Yonah that you have yet to complete, do them before entering the manor, or they'll end up locked away for good. Once you go inside, you'll primarily be exploring, looking for the keys that unlock the corresponding doors. This will involve a great deal of backtracking.

## ❖ Maps



## ❖ Story Progression

| #    | Note  | Description                                                        | Map Name        |
|------|-------|--------------------------------------------------------------------|-----------------|
| X-01 |       | Talk to Yonah at Nier's House, and select "I can't say no to her." | Nier's Village  |
| X-02 |       | Go to Southern Plains (via southern gate)                          | Nier's Village  |
| X-03 |       | Open the gates to the manor and enter the property                 | Southern Plains |
| X-04 |       | Talk to the butler in front of the manor                           | Southern Plains |
| X-05 |       | Follow the butler to the dining room                               | Manor           |
| X-06 |       | Leave the dining room through the inner door                       | Manor           |
| X-07 |       | Examine the door to the courtyard                                  | Manor           |
| X-08 |       | Return to the dining room                                          | Manor           |
| X-09 |       | Go through the courtyard door; get the Moon Key                    | Manor           |
| X-10 |       | Use the Moon Key to go through the Moon door                       | Manor           |
| X-11 | MOVIE | "The Boy with the Blindfold."                                      | Manor           |
| X-12 |       | Talk to Emil, get the Manor Map and Star Key                       | Manor           |
| X-13 |       | Use the Star Key to go through the Star door                       | Manor           |
| X-14 |       | Get the Light Key                                                  | Manor           |
| X-15 |       | Use the Light Key to go through the Light door                     | Manor           |
| X-16 |       | Talk to the butler, get the Darkness Key; Emil joins your party    | Manor           |
| X-17 |       | Use the Darkness Key to go through the Darkness door               | Manor           |
| X-18 |       | Go to the Manor: Study                                             | Manor           |
| X-19 | BOSS  | Defeat Grimoire Rubrum (Part 1)                                    | Manor: Study    |
| X-20 | MOVIE | "Reunion with Kaine"                                               | Manor: Study    |
| X-21 | BOSS  | Defeat Grimoire Rubrum (Part 2)                                    | Manor: Study    |
| X-22 | MAGIC | Get a Sealed Verse, unlocking Dark Whirlwind magic                 | Manor: Study    |
| X-23 | MOVIE | "A Promise for Emil"                                               | Southern Plains |



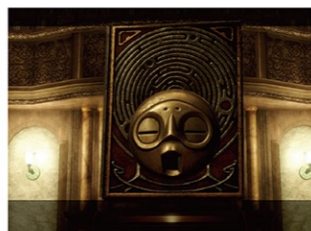
Southern Plains

## ❖ Enemy Data

| Area            | Enemy Name                    | Level | HP   | EXP Value | Item Drop                        |
|-----------------|-------------------------------|-------|------|-----------|----------------------------------|
| Southern Plains | Deer                          | 8     | 116  | 20        | Tutorial: Ordering Animals (10%) |
|                 | Giant Spider                  | 13    | 580  | 60        | —                                |
|                 | Ultraheavy Raider (Cloudy)    | 14    | 3240 | 400       | Soles (50%) / Besi (30%)         |
|                 | Swarm Swordsman (Cloudy)      | 14    | 325  | 60        | Gebi (7%) / Pahi (7%)            |
|                 | Heavy Striker (Cloudy, Guard) | 14    | 650  | 100       | Hodi (12%) / Vari (12%)          |
| Manor           | Giant Spider                  | 13    | 576  | 60        | —                                |
|                 | Heavy Striker (Limited)       | 13    | 576  | 60        | Mahes (7%) / Otr (30%)           |

## TIPS AND STRATEGIES

## VS Grimoire Rubrum



| STATS                  |       |
|------------------------|-------|
| HP                     | 4800  |
| Power                  | 200   |
| Magic Power            | 10    |
| Magic Defense          | —     |
| Guard Break            | 40    |
| Guard Break Durability | —     |
| EXP Value              | 19000 |

## ATTACKS

| Name           | Description                                                                                                      |
|----------------|------------------------------------------------------------------------------------------------------------------|
| Page Boomerang | Spins numerous pages around itself and throws them like a boomerang. The lower its HP, the more pages it throws. |
| Charge         | Spins a protective wall of pages around itself and charges at high speed.                                        |

## X-19 Use Emil as Your Shield

Grimoire Rubrum floats around the room, firing off "Page Boomerang" attacks. But you're safe behind Emil, as he uses his powers to turn anything that comes near him to stone. When it's down to just a page or two, attack the book itself with weapon combos—then hide behind Emil again when it emits a new batch of pages. Its attack gauge appears when it falls to 20% of its HP.

## X-21 Strike When the Barrier Falls

In this stage, Grimoire Rubrum will strike with repeated charge attacks. Look for the puff of energy that's a sign of an imminent charge, evade to the side, and hit it back. Due to its protective wall of pages, you won't deal much damage, but eventually your attacks will break the barrier, leaving Rubrum stunned and vulnerable. Seize the opportunity to blast it with weapon combos and Dark Lances, until its final attack gauge appears at 0 HP.

RADIO WINDOW: 09-A

Nier: "You ever wish you could just warp back to the client after you get their stuff?"

Weiss: "Warp?"

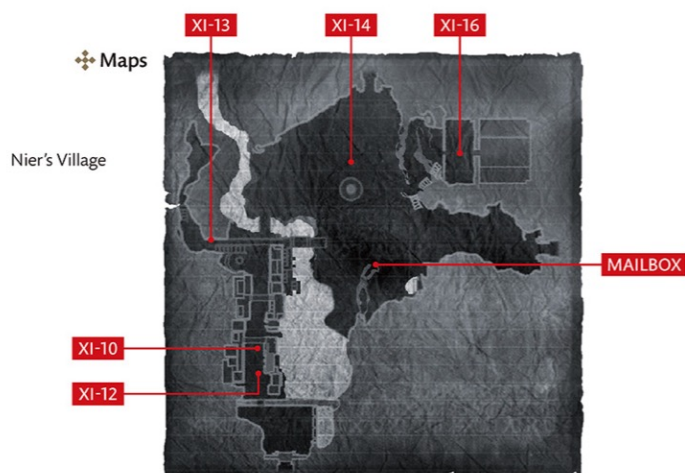
Nier: "Yeah, it's apparently a kind of magic that can zap you to faraway places in an instant."

# XI The Shadowlord Attacks

It happened without warning; a dark giant is wreaking havoc, and people are fleeing about in terror. The "lord" has risen.



The final story of Act I tells the tale of a brutal Shade attack on Nier's Village. Be forewarned: When you come back with the Vapor Moss found at the southern gate, you won't be able to leave Nier's Village again, and won't have any access to mailboxes.



## Enemy Data

| Area           | Enemy Name                       | Level | HP  | EXP Value | Item Drop                  |
|----------------|----------------------------------|-------|-----|-----------|----------------------------|
| Nier's Village | Heavy Striker (Limited, Guard)   | 13    | 400 | 120       | Ashures (30%) / Varo (10%) |
|                | Swift Swordsman (Limited, Guard) | 13    | 461 | 100       | Lugka (5%) / Gebo (10%)    |
|                | Swift Caster (Limited)           | 13    | 346 | 200       | Solka (40%) / Otes (60%)   |
|                | Heavy Striker (Boss, Guard)      | 10    | 400 | 0         | Ashures (30%) / Varo (10%) |
|                | Swift Swordsman (Boss, Guard)    | 10    | 400 | 0         | Lugka (5%) / Gebo (10%)    |
|                | Sphere (Boss)                    | 1     | —   | 0         | —                          |
|                | Heavy Striker (Limited)          | 12    | 504 | 60        | Kones (7%) / Beso (10%)    |
|                | Heavy Striker (Boss)             | 12    | 504 | 0         | Kones (7%) / Beso (10%)    |

## TIPS AND STRATEGIES

### CHECK! Before You Pick That Vapor Moss...

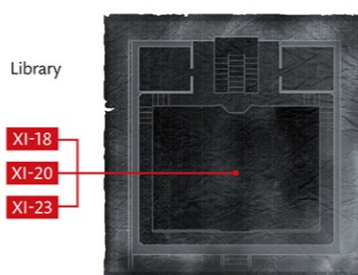
Most of the quests that you can pursue in Act I cannot be accepted or continued in Act II. If you're aiming to finish every quest, finish the ones you've started and check the quest section on page 140 to make sure you haven't missed any before you pick that Vapor Moss.



If you talk to Devola at the tavern, she'll point you towards the clients of quests you haven't accepted yet.

## Story Progression

| #     | Note  | Description                                     | Map Name        |
|-------|-------|-------------------------------------------------|-----------------|
| XI-01 |       | Go to Nier's Village (via Southern Plains)      | Southern Plains |
| XI-02 | MOVIE | "A Dark Sky"                                    | Nier's Village  |
| XI-03 |       | Talk to Yonah                                   | Nier's Village  |
| XI-04 | MOVIE | "Yonah's Worries"                               | Nier's Village  |
| XI-05 |       | Talk to Popola                                  | Library         |
| XI-06 |       | Gather Vapor Moss at southern gate area         | Nier's Village  |
| XI-07 |       | Talk to Emil                                    | Nier's Village  |
| XI-08 |       | Leave the library                               | Library         |
| XI-09 | MOVIE | "The Shade Invasion"                            | Nier's Village  |
| XI-10 |       | Defeat various Shades at shopping district      | Nier's Village  |
| XI-11 | MOVIE | "Jack Attacks"                                  | Nier's Village  |
| XI-12 | BOSS  | Defeat Jack (part 1)                            | Nier's Village  |
| XI-13 | BOSS  | Defeat Jack (part 2)                            | Nier's Village  |
| XI-14 | BOSS  | Defeat Jack (part 3)                            | Nier's Village  |
| XI-15 | MOVIE | "Reunion with Kaine"                            | Nier's Village  |
| XI-16 | BOSS  | Defeat Jack (part 4)                            | Nier's Village  |
| XI-17 |       | Go to the library                               | Nier's Village  |
| XI-18 |       | Defeat Heavy Striker foe(s)                     | Library         |
| XI-19 | MOVIE | "Jack's Struggling"                             | Library         |
| XI-20 | BOSS  | Defeat Jack's Head (part 1)                     | Library         |
| XI-21 | MOVIE | "Advent of the Shadowlord"                      | Library         |
| XI-22 |       | Defeat Heavy Striker foe(s)                     | Library         |
| XI-23 | BOSS  | Drive back Grimoire Noir                        | Library         |
| XI-24 | MOVIE | "The Shadowlord Abducts Yonah"                  | Library         |
| XI-25 |       | Select "Petrify Kainé and seal away the Shade." | Library         |
| XI-26 | MOVIE | "A Bitter Choice"                               | Library         |



### XI-10 Take Out the Swift Caster While You Can

Once you've defeated a set number of Shades at the shopping district, Jack will begin his attack. From that point on, only Heavy Strikers and Swift Swordsman will appear, so this is your only chance to pick off the lone Swift Caster and get its word drop. Only a few Swift Casters appear in Act II—mostly in quests—and they have a much lower drop rate, so this is a precious opportunity for word hunters!



The Swift Caster is the only Shade firing bullets, so it won't be hard to spot. Slip past the other Shades to hit it.

RADIO WINDOW: 09-B

Weiss: "Ah, that one. Well, I would stay away from such devilry were I you, lad."

Nier: "How come?"

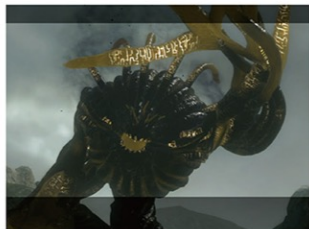
Weiss: "Because all of the sages who attempted said spell were reduced to mincemeat when they struck obstacles in their path."



## STORY WALKTHROUGH

## TIPS AND STRATEGIES

## VS Jack



## JACK/JACK'S HEAD STATS

|                        |            |
|------------------------|------------|
| HP                     | 12000/5800 |
| Power                  | 180/200    |
| Magic Power            | 30/30      |
| Magic Defense          | —          |
| Guard Break            | 40/40      |
| Guard Break Durability | —          |
| EXP Value              | 15000/0    |

## ATTACKS

| Name           | Description                                                                |
|----------------|----------------------------------------------------------------------------|
| Punch A        | Slams fist into ground, causing a large circular shockwave.                |
| Spew Spheres A | Spits out three magic bullet-firing spheres.                               |
| Punch B        | Punches the passageway, causing waves of cobblestones.                     |
| Spew Barrage   | Fires an four-directional stream of magic bullets in a whirlwind pattern.  |
| Hard Landing   | Jumps and lands, creating a large circular shockwave.                      |
| Stomp          | Stomps with foot, creating a large circular shockwave.                     |
| Spew Spheres B | Spits out five magic bullet-firing spheres.                                |
| Heavy Steps    | Walks slowly, creating large circular shockwaves with each footfall.       |
| Thrust         | Charges forward along ground, trying to pierce foes with its head.         |
| Leap           | Jumps straight up, creating a large circular shockwave upon landing.       |
| Tentacle Slash | Advances while alternatingly swinging left and right tentacles five times. |
| Spin           | Attacks by spinning its body in a circle.                                  |

## XI-12 Strike While Avoiding Jack's Wave Attacks

In this stage of the fight, you pursue Jack as it walks to its destination. It'll use its Punch A and Spew Sphere moves from above, and you'll also have other Shades to deal with. Blast it with Dark Lances when you can; when it's down to 90% HP, an attack gauge will appear on one of its hands.

## XI-13 Fire Dark Lances from a Safe Position

Go up the stairs near the fountain and to the patch of grass on the left side of the wall. The Shades can't follow you, and you'll be out of Jack's range. Blast it with Dark Lances until it hits 60% HP and the attack gauge appears on its left hand.

## XI-14 Focus Your Fire on One of Jack's Legs

In this stage of the fight, Jack uses stomps and Spew Spheres B. Jump over the shockwaves and smash the Spheres as you whittle it down to 40% HP. When the attack gauges appear, focus all your damage on one of its legs.

## XI-16 Stop Jack from Reaching the Library

As Jack shamles towards the library, your goal is to zero out its HP bar before it gets there. Leap over the shockwaves from its steps and focus your attacks on one of its legs. After clearing two attack gauges on the leg, two more will appear on its head; destroy them to seize victory.



It's game over if Jack reaches the library with HP remaining, or you fail to destroy the attack gauge on its head after the cut scene.

RADIO WINDOW: 09-C

Nier: "Uh...wow. All right, then! Walking it is."  
Weiss: "An excellent choice!"

## XI-20 Beware the Spin After Destroying a Tentacle

The first step is to destroy the attack gauges on each of the five tentacles, which you can do from afar by side-stepping around Jack and using Dark Lance. When the attack gauge appears on its body, it'll begin spinning; be ready to block when it gets near you, and then resume attacking the body. In its final stage, an attack gauge will appear on its head.



If you head upstairs, where Jack can't follow, a bunch of Heavy Strikers will appear. This only makes the fight harder.

## VS Grimoire Noir



## STATS

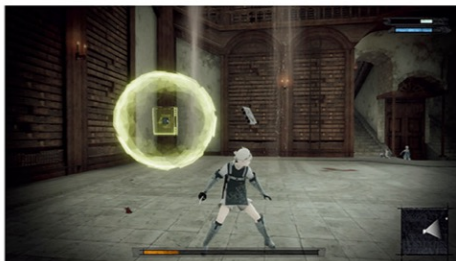
|                        |      |
|------------------------|------|
| HP                     | 5500 |
| Power                  | 250  |
| Magic Power            | 15   |
| Magic Defense          | 100  |
| Guard Break            | 40   |
| Guard Break Durability | —    |
| EXP Value              | —    |

## ATTACKS

| Name              | Description                                                                                                                                   |
|-------------------|-----------------------------------------------------------------------------------------------------------------------------------------------|
| Wave of Pages A   | Deploys three pages each to left and right, fires magic bullets in three directions.                                                          |
| Wave of Pages B   | Deploys pages around itself, spins them to fire numerous magic bullets.                                                                       |
| Wave of Pages C   | Deploys pages as if to cover itself, fires a widening spread of magic bullets forward.                                                        |
| Wave of Pages D   | Deploys five pages each to left and right, fires two vertically linked waves of magic bullets.                                                |
| Reflecting Charge | Rapidly spins a protective wall of pages and lunges forward at high speeds. The shock from its impact causes rubble to rain from the ceiling. |

## XI-23 Break Through the Wall of Pages to Hit Noir

You begin this battle having no ability to use magic, but the magic bullets from Noir's Wave of Pages attacks move slowly, so you can dodge or cut through them with sword attacks as you approach. After each time an attack gauge on Grimoire Noir is broken, Noir will change its attack patterns and Nier will regain a lost spell. When Nier has all eight back, Noir will begin charging around the room with a reflective barrier like Grimoire Rubrum did. As with Rubrum, look for the telltale energy puff around Noir; that's your cue to evade the charge and then rush in to retaliate.



After Noir's charges, rubble falls from the ceiling. But a bit of dust falls first, providing a cue to evade.

## XII Five Years Later

Five years after Yonah's abduction, Nier—now an aimless Shade hunter—receives some surprising news.



Five years after the events of Chapter XI, we rejoin Nier just in time to battle some Shades at his village. In addition to the one-handed swords he used in his youth, Nier can now also use two-handed swords and spears. But the foes he faces have had upgrades too: some are armored, and some can even fly.

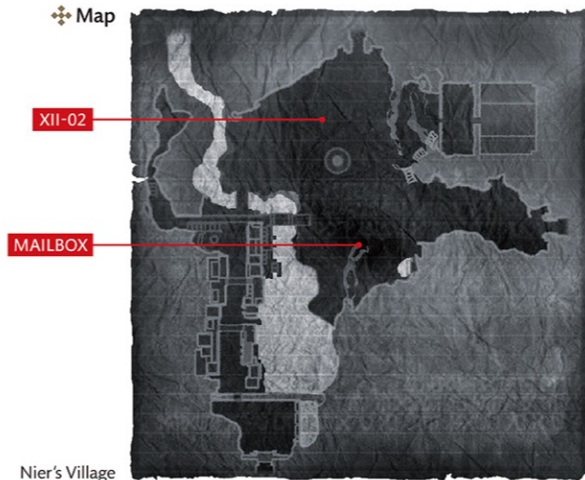


Two-handed swords are powerful and have a wide swing. Spears hit a much narrower area but have long reach.

### ❖ Story Progression

| #      | Note  | Description                               | Map Name       |
|--------|-------|-------------------------------------------|----------------|
| XII-01 | MOVIE | "Rising Casualties"                       | Nier's Village |
| XII-02 |       | Defeat Swift Swordsman foe(s)             | Nier's Village |
| XII-03 |       | Talk to nearby villager                   | Nier's Village |
| XII-04 | MOVIE | "A World Winding Down"                    | Nier's Village |
| XII-05 | MOVIE | "Unpleasant Memories"                     | Library        |
| XII-06 |       | Talk to Popola, get Letter                | Library        |
| XII-07 |       | Go to Southern Plains (via southern gate) | Nier's Village |

### ❖ Map



### ❖ Enemy Data

| Area            | Enemy Name                                | Level | HP    | EXP Value | Item Drop                                                                           |
|-----------------|-------------------------------------------|-------|-------|-----------|-------------------------------------------------------------------------------------|
| Nier's Village  | Swift Swordsman (Limited, Armored, Guard) | 13    | 461   | 100       | Tutorial: Weapon Quick-Switching (100%) / Hodo (10%) / Gebu (9%)                    |
|                 | Boar                                      | 10    | 2160  | 60        | —                                                                                   |
| Northern Plains | Light Brawler                             | 17    | 505   | 120       | Lugza (40%)                                                                         |
|                 | Swift Caster                              | 17    | 606   | 250       | Mahka (40%) / Otka (10%)                                                            |
| Southern Plains | Swarm Swordsman                           | 12    | 250   | 20        | Hodal (4%) / Pahu (10%)                                                             |
|                 | Heavy Striker (Guard)                     | 13    | 580   | 50        | Lugira (3%)                                                                         |
| Eastern Road    | Goat                                      | 3     | 54    | 3         | —                                                                                   |
|                 | Boar                                      | 10    | 2160  | 60        | —                                                                                   |
| Desert          | Scorpion                                  | 4     | 95    | 5         | Tutorial: Fishing Tip 2 (40%) / Tutorial: Poison (100% if poisoned by enemy attack) |
|                 | Light Shooter (Armored)                   | 20    | 576   | 150       | Otkarr (3%) / Hodul (3%)                                                            |
| Barren Temple   | Swift Swordsman (Guard)                   | 25    | 2304  | 600       | Besu (9%) / Gebal (7%)                                                              |
|                 | Ultraheavy Swordsman (Guard)              | 25    | 11520 | 800       | Solza (10%) / Ul (45%)                                                              |

### TIPS AND STRATEGIES

#### XII-02 Use Magic to Strip Away Armor

Magic spells generally have better Armor Break stats than weapons do, so when battling armored foes, you can't go wrong with a strategy of breaking through the enemy's armor with spells before switching to weapon attacks.



When battling multiple armored foes, area-of-effect spells like Dark Hand, Dark Execution, and Dark Whirlwind are a good way to soften them up.

#### CHECK! Purchase a Phoenix Dagger in Seafront

The new two-handed swords and spears will take some getting used to, so for the most part you should stick to the one-handed swords you know best. Now that it's Act II, shops have new stock, and you can purchase a top-tier sword in the Phoenix Dagger sold in Seafront.



36200 Gold isn't cheap, but the Phoenix Dagger is strong enough to last you throughout the game. It even gives magic attacks a strong boost.

Once you've taken to spears, you can get a Phoenix Spear in Facade. It grants a big magic boost just like the Phoenix Dagger does.



RADIO WINDOW: 10-A

Nier: "You want to try your hand at this job, Kainé?"  
Kainé: "Are you serious? Hell no."



STORY WALKTHROUGH

XIII Snow White

A seal that has held for a millennium breaks, and humanity's most powerful weapon awakens.

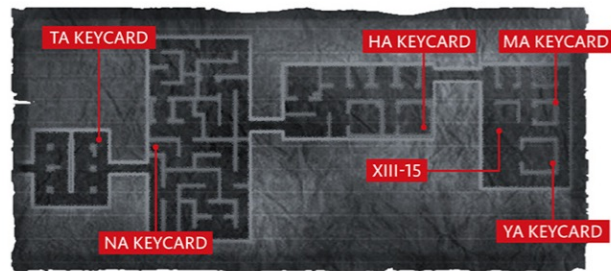
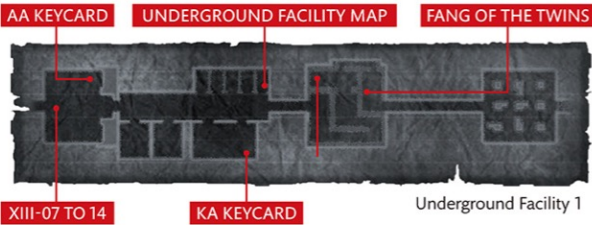


After hearing that Emil has a lead about depetrifying Kainé, Nier heads to his manor. In search of the so-called "Planning Room," the pair enter an underground facility through a hidden staircase in the courtyard. By collecting dropped Keycards, they can proceed through its abandoned labs.

Maps

MAILBOX

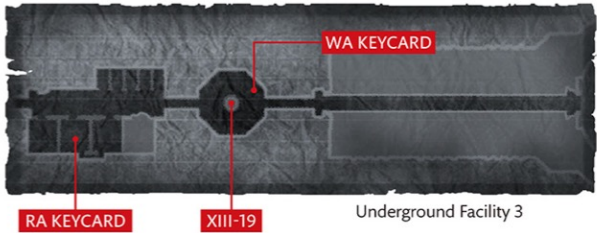
Manor



Underground Facility 2

Story Progression

| #       | Note  | Description                                         | Map Name               |
|---------|-------|-----------------------------------------------------|------------------------|
| XIII-01 |       | Go to the Manor area (in the Southern Plains)       | Southern Plains        |
| XIII-02 |       | Open the gates to the Manor                         | Southern Plains        |
| XIII-03 |       | Speak to the butler at the Manor entrance           | Southern Plains        |
| XIII-04 |       | Speak to Emil, he joins your party                  | Manor                  |
| XIII-05 |       | Examine the fountain in the courtyard               | Manor                  |
| XIII-06 |       | Take the stairs into the Underground Facility       | Manor                  |
| XIII-07 |       | Proceed through the facility, staying close to Emil | Underground Facility 1 |
| XIII-08 |       | Get and use the AA Keycard to proceed               | Underground Facility 1 |
| XIII-09 |       | Get and use the KA Keycard to proceed               | Underground Facility 1 |
| XIII-10 |       | Get and use the SA Keycard to proceed               | Underground Facility 1 |
| XIII-11 |       | Continue to Underground Facility 2, get a document  | Underground Facility 1 |
| XIII-12 |       | Get and use the TA Keycard to proceed               | Underground Facility 2 |
| XIII-13 |       | Get and use the NA Keycard to proceed               | Underground Facility 2 |
| XIII-14 |       | Get and use the HA Keycard to proceed               | Underground Facility 2 |
| XIII-15 |       | Get and use the MA Keycard to proceed               | Underground Facility 2 |
| XIII-16 |       | Get and use the YA Keycard to proceed               | Underground Facility 2 |
| XIII-17 |       | Continue to Underground Facility 3, get a document  | Underground Facility 2 |
| XIII-18 |       | Get and use the RA Keycard to proceed               | Underground Facility 2 |
| XIII-19 |       | Examine the WA door; defeat various Shade foes      | Underground Facility 3 |
| XIII-20 |       | Get a document, get and use the WA Keycard          | Underground Facility 3 |
| XIII-21 | MOVIE | "Recovered Memories"                                | Planning Room          |
| XIII-22 |       | Speak to Emil                                       | Planning Room          |
| XIII-23 | MOVIE | "Experimental Weapon Number 6 Online"               | Planning Room          |
| XIII-24 | BOSS  | Defeat Halua                                        | Planning Room          |
| XIII-25 | MOVIE | "Sister and Brother"                                | Planning Room          |



Underground Facility 3



Planning Room

Enemy Data

| Area               | Enemy Name                            | Level | HP   | EXP Value | Item Drop                    |
|--------------------|---------------------------------------|-------|------|-----------|------------------------------|
| Manor: Underground | Heavy Striker                         | 18    | 1150 | 280       | Gebil (5%)                   |
|                    | Light Brawler                         | 18    | 575  | 150       | Ula (8%) / Pahil (3%)        |
|                    | Light Brawler (Reflect)               | 18    | 575  | 150       | Mahira (20%) / Hodil (3%)    |
|                    | Light Shooter (Reflect)               | 18    | 460  | 180       | Besal (13%)                  |
|                    | Ultraheavy Swordsman (Limited, Guard) | 15    | 2880 | 500       | Varu (100%)                  |
|                    | Ultraheavy Swordsman (Limited, Guard) | 15    | 2880 | 500       | Konira (80%) / Lugusra (20%) |

RADIO WINDOW: 10-B

Weiss: "Pah! Hussies are only good for breaking things, anyway."  
Kainé: "Maybe I'll start with you."



## TIPS AND STRATEGIES

**XIII-07 TO 14** Use Medicinal Herbs Freely as You Proceed

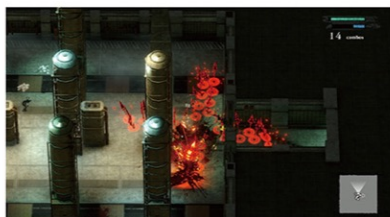
In the Underground Facility areas, you'll be sent back to the entrance if you ever stray too far away from Emil. So when Weiss gives you the warning, stop and wait for him to catch up. These areas have an over-head perspective, so move the camera from time to time to make sure you don't miss any items or boxes. The Shades here are numerous and powerful, but you'll find a lot of Medicinal Herbs as drops and in boxes, so you can use them freely.



Don't miss the Underground Facility Map in a box by the KA Keycard door, or the Fang of the Twins two-handed sword in a box by the SA Keycard door.

**CHECK!** Grind for EXP in Underground Facility 1 & 2

Lots of Light Brawlers spawn in the room near the stairs that connect Underground Facility 1 and 2. They're not worth much EXP, but they're easy to kill, so fighting them repeatedly is a good way to level up. You'll rack up plenty of words and Medicinal Herb item drops, too.



Heavy Strikers will spawn when you return to this passage in Underground Facility 1. You can add them to your loop too.

**XIII-15** The YA Keycard and the Ultraheavy Swordsman

When you leave the room after getting the YA Keycard, an Ultraheavy Swordsman will spawn. It can easily guard frontal weapon attacks, so use spells like Dark Lance and Dark Hand instead. The perspective here makes dodging hard, but you can avoid most of its attacks if you maneuver in a circle.

**XIII-19** Defeat the Heavy Strikers and Light Brawlers First

You'll need to clear this room of Shades before you can get the WA Keycard. When you examine the door, an Ultraheavy Swordsman will spawn alongside Heavy Strikers and Light Brawlers. Save the tough Ultraheavy Swordsman for last.



Focus on dodging the Ultraheavy Swordsman's attacks as you clear out the other Shades. Its long-range shockwaves are especially dangerous.

**VS** Halua

## STATS

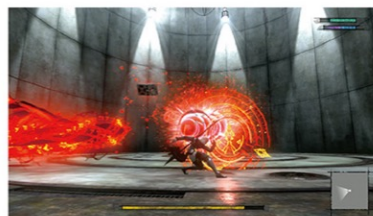
|                        |       |
|------------------------|-------|
| HP                     | 13000 |
| Power                  | 380   |
| Magic Power            | 38    |
| Magic Defense          | 10    |
| Guard Break            | 40    |
| Guard Break Durability | —     |
| EXP Value              | 15000 |

## ATTACKS

| Name                 | Description                                                                                                                         |
|----------------------|-------------------------------------------------------------------------------------------------------------------------------------|
| Lunge                | [When on all fours] Charges at an extremely high speed.                                                                             |
| Scratch              | [When on all fours] Scratches forward with hand closest to Nier.                                                                    |
| Homing Bullets       | [When on all fours] Fires a barrage of homing magic bullets while moving.                                                           |
| Bouncing Bullets     | [When on all fours] While jumping, sprays bouncing magic bullets.                                                                   |
| Magic Bullet Wave A  | [When on all fours] Fires a barrage of bullets that spread in a forward arc.                                                        |
| Magic Bullet Wave B  | [When on all fours] Fires a barrage of bullets that spread in all directions.                                                       |
| Collapsing Attack    | [When standing] Falls forward, releasing shockwaves that spread in a circle.                                                        |
| Homing Bullet Wave   | [When standing] Fires a barrage of homing bullets to the left and right.                                                            |
| Magic Impact Bullets | [When standing] Fires magic bullets in three directions, which release shockwaves that expand in a circle when they hit the ground. |
| Wall-Stick Bullets   | Sticks to wall and fires barrages of magic bullets and homing magic bullets.                                                        |
| Falling Impact       | Falls to ground from wall, releasing shockwaves that spread in a circle.                                                            |
| Struggle             | While lying faceup, fires magic bullets while causing shockwaves that expand in a circle around herself. Can use repeatedly.        |

**XIII-24** Use Dark Wall to Block Halua's Magic Bullets

Weapon attacks are completely ineffective against Halua, so you'll need to fight this battle with spells only. Halua fires magic bullets in a wide variety of patterns, but Dark Wall should be able to block most of them. When the bullets start coming your way, fire off an uncharged Dark Wall, then retaliate with Dark Lance blasts. Her homing bullets can be reflected back with Dark Gluttony for heavy damage. However, you'll still need to be watch out for her Lunge attacks and Magic Impact Bullets. The impact bullets can be dodged by jumping just before they'd hit the ground, and an evasive roll to the side should protect you from the Lunge. When down to 50% of her HP, Halua will stick to the wall and fire bullets from there. Dodge to the side to shake them, then retaliate with Dark Lance blasts until she falls to the floor and the attack gauge appears. Just make sure to jump over the shockwaves when she lands!



Many of Halua's attacks have lengthy barrages. Even after your Dark Wall disappears, you can reuse it immediately.



Even once the attack gauge appears, you'll still have shockwaves to contend with. Stay back and blast the gauge with Dark Lance.

RADIO WINDOW: 11-A

Nier: "What's wrong?"

Weiss: "How can a son bring so much despair to his family? He seems completely ignorant of the pain he has caused. It's deplorable!"



## STORY WALKTHROUGH

## XIV Sleeping Beauty

A beautiful savior, turned to stone. The time has come to awaken her—and slay an old foe.



There's only one battle in this chapter, a rematch with the Jack (Head) boss. The rest of the chapter is largely conversation. After speaking with Popola, you'll be able to use the boat docks to freely travel between Nier's Village, Seafront, the Desert, the Northern Plains, and the Lost Shrine.

## Story Progression

| #      | Note  | Description                      | Map Name       |
|--------|-------|----------------------------------|----------------|
| XIV-01 | MOVIE | "Lifting the Petrification"      | Library        |
| XIV-02 | BOSS  | Defeat Jack (Head)               | Library        |
| XIV-03 | MOVIE | "Kainé's Resurrection"           | Library        |
| XIV-04 |       | Talk to Devola near the fountain | Nier's Village |
| XIV-05 |       | Talk to Popola                   | Library        |

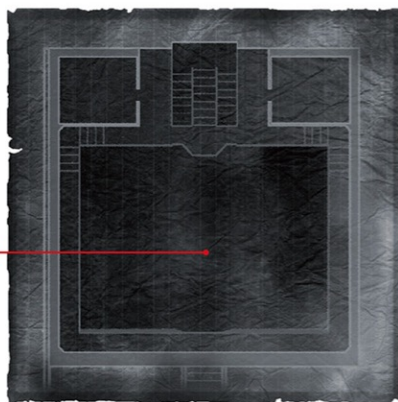


When you want to go to Facade, you can now take the boat to the Desert and use the well at the cemetery to get there quickly.

## Maps

Library

XIV-02



Nier's Village

MAILBOX

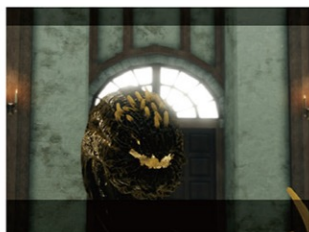


## Enemy Data

| Area            | Enemy Name                              | Level | HP    | EXP Value | Item Drop                                                 |
|-----------------|-----------------------------------------|-------|-------|-----------|-----------------------------------------------------------|
| Northern Plains | Boar                                    | 10    | 2160  | 60        | —                                                         |
|                 | Light Brawler (Cloudy)                  | 17    | 505   | 120       | Lugza (40%)                                               |
|                 | Swift Caster (Cloudy)                   | 17    | 606   | 250       | Mahka (40%) / Otko (10%)                                  |
|                 | Light Brawler (Sunny, Armored)          | 20    | 720   | 230       | Tutorial: Armored Enemies (30%) / Konka (3%) / Pahal (8%) |
|                 | Light Caster (Sunny, Armored)           | 20    | 576   | 230       | Ashurira (10%) / Varal (17%)                              |
| Southern Plains | Heavy Striker (Sunny, Guards, Armored)  | 21    | 1730  | 350       | Lugira (3%) / Konira (4%) / Lugkarr (2%) / Varul (2%)     |
|                 | Ultraheavy Raider (Sunny, Armored)      | 23    | 11500 | 1000      | Solesra (40%) / Mahesra (20%)                             |
|                 | Swarm Swordsman (Cloudy, Armored)       | 17    | 505   | 200       | Pahu (10%) / Otkira (10%) / Uli (7%)                      |
|                 | Heavy Striker (Cloudy, Guards, Armored) | 21    | 1730  | 350       | Hodal (4%) / Ashuresra (3%) / Gebol (3%)                  |
|                 |                                         |       |       |           |                                                           |

## TIPS AND STRATEGIES

## VS Jack (Head)



## STATS

|                        |      |
|------------------------|------|
| HP                     | 6500 |
| Power                  | 200  |
| Magic Power            | 30   |
| Magic Defense          | 100  |
| Guard Break            | 40   |
| Guard Break Durability | —    |
| EXP Value              | —    |

## ATTACKS

| Name           | Description                                                                   |
|----------------|-------------------------------------------------------------------------------|
| Thrust         | Charges forward along ground, trying to pierce foes with its head.            |
| Leap           | Jumps straight up, creating a large circular shockwave upon landing.          |
| Tentacle Slash | Advances while alternatingly swinging tentacles to left and right five times. |
| Spin           | Attacks by spinning its body in a circle.                                     |

## XIV-02 Feel How Much Nier Has Grown

When you depetrify Kainé, the Jack (Head) boss that you'd sealed away in the library emerges once more. Its attack patterns haven't changed, so you can defeat it with the same strategy (see page 116, XI-20). With Nier being much higher level now, fighting it should be a breeze.

## CHECK! A Powered-Up Emil Joins the Fight

Before now, Emil has fought independently, but from this point on, you'll be able to order him to focus on certain strategies. His petrification ability is gone, replaced with a variety of new spells.



Emil can now heal Nier when he's low on HP. To make him focus on healing, order him to "stay on guard."

RADIO WINDOW: 11-B

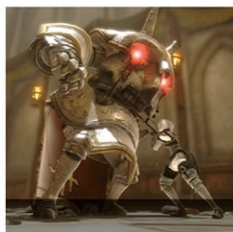
Nier: "I love it when you sound like a grumpy old man, Weiss."

Weiss: "Perhaps I only sound that way because I have existed since time immemorial!"

Nier: "How old are you, anyway?"

# XV Blu-Bird

Popola's investigation has borne fruit; she's tracked the Shadowlord to the Lost Shrine, where you first met Weiss.

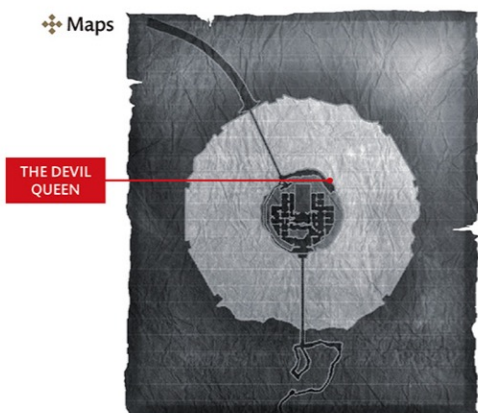


Travel to the Lost Shrine from any boat dock, and make your way once more to its altar. While you'll be using a new entrance, the Lost Shrine is largely unchanged from your last visit in Act I. But there will be new blue crate puzzles to solve and a pair of new boss fights at the end.

## Story Progression

| #     | Note  | Description                                                 | Map Name              |
|-------|-------|-------------------------------------------------------------|-----------------------|
| XV-01 |       | Talk to the ferryman, and select "Lost Shrine: Rear Path"   | Nier's Village        |
| XV-02 |       | Go to Lost Shrine: Exterior (via the boat dock)             | Southern Plains       |
| XV-03 |       | Go to Lost Shrine 1F (via Lost Shrine: Exterior)            | Lost Shrine: Exterior |
| XV-04 |       | Make a path through the blue crates to proceed              | Lost Shrine 2F        |
| XV-05 |       | Make a path through the blue crates to proceed              | Lost Shrine 3F        |
| XV-06 |       | Defeat Light Brawler, Swarm Swordsman, Light Shooter foe(s) | Lost Shrine: Roof     |
| XV-07 | BOSS  | Enter Altar, defeat One-Armed Gretel (part 1)               | Lost Shrine Altar     |
| XV-08 | MOVIE | "Kainé's Connection"                                        | Lost Shrine Altar     |
| XV-09 | BOSS  | Defeat One-Armed Gretel (part 2)                            | Lost Shrine Altar     |
| XV-10 | MOVIE | "The Piercing Lance"                                        | Lost Shrine Altar     |
| XV-11 | BOSS  | Defeat One-Armed Gretel (part 3)                            | Lost Shrine Altar     |
| XV-12 | MOVIE | "Kainé Consumed"                                            | Lost Shrine Altar     |
| XV-13 | BOSS  | Defeat Berserk Kainé                                        | Lost Shrine Altar     |
| XV-14 |       | At the altar, pick up the Mysterious Stone Fragment         | Lost Shrine Altar     |
| XV-15 |       | Talk to Popola about the Mysterious Stone Fragment          | Library               |

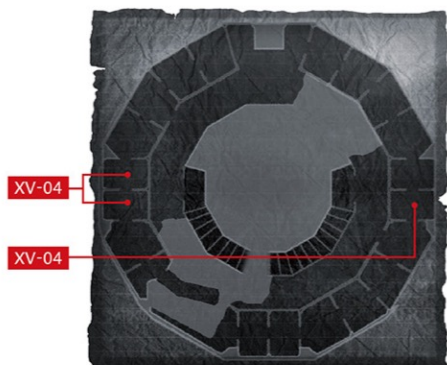
## Maps



Lost Shrine: Exterior

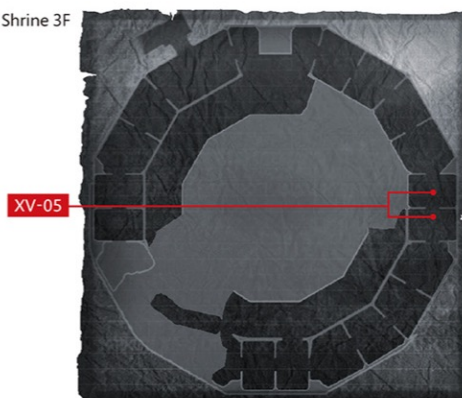


Lost Shrine 1F

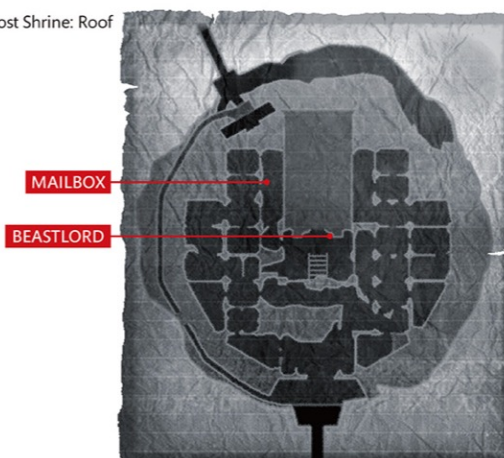


Lost Shrine 2F

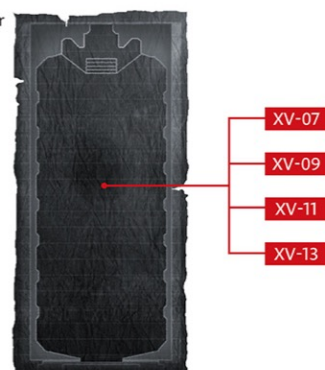
Lost Shrine 3F



Lost Shrine: Roof



Lost Shrine Altar



RADIO WINDOW: 11-C

Weiss: "Mmm... You know, I'm not exactly sure."  
 Nier: "They say memory loss is a sign of old age."  
 Weiss: "Well, it's still preferable to being a deplorable liar like that son!"



## STORY WALKTHROUGH

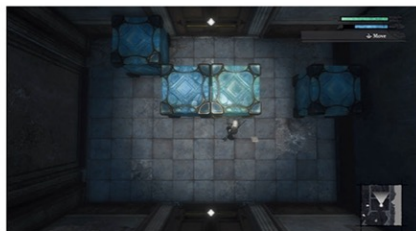
### ❖ Enemy Data

| Area                  | Enemy Name                         | Level | HP   | EXP Value | Item Drop                                        |
|-----------------------|------------------------------------|-------|------|-----------|--------------------------------------------------|
| Lost Shrine: Interior | Swift Swordsman (Guard, Armored)   | 20    | 1152 | 400       | Hodo (10%) / Gebu (%) / Konesra (3%) / Ulo (10%) |
|                       | Swift Striker                      | 3     | 10   | 1         | —                                                |
|                       | Heavy Intercept Shooter (Limited)  | 20    | 7200 | 600       | Konza (20%) / Hodo (40%)                         |
| Lost Shrine: Roof     | Swift Swordsman (Guard, Armored)   | 20    | 1152 | 400       | Solkarr (2%) / Ashurkarr (2%)                    |
|                       | Light Brawler (Limited, Armored)   | 14    | 324  | 40        | Besil (20%) / Pahol (5%)                         |
|                       | Swarm Swordsman (Limited, Armored) | 14    | 324  | 40        | Otesra (20%) / Hodol (5%)                        |
|                       | Light Shooter (Limited, Armored)   | 14    | 324  | 40        | Lugzarr (3%) / Varol (5%)                        |
| Lost Shrine Altar     | Swift Striker (Boss)               | 3     | 300  | 0         | —                                                |

### TIPS AND STRATEGIES

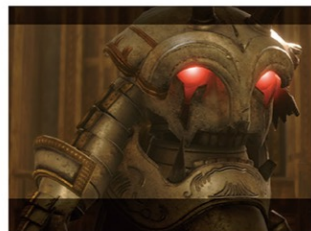
#### XV-04 TO 05 Move the Crates Away from the Doors

While the path to the roof is unchanged from Act I, you'll now find a lot more blue crates in the way. You'll need to push and pull them to wherever there's extra space to make paths to the doors in a series of simple puzzles.



Move the crates towards the door you entered from. The opposite door will open as long as there's a crate's worth of space in front of them on both sides.

#### VS One-Armed Gretel



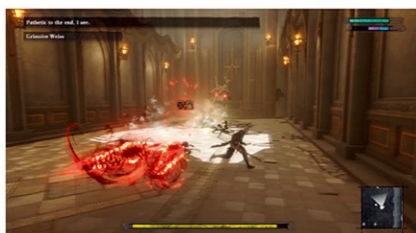
| STATS                  |       |
|------------------------|-------|
| HP                     | 15000 |
| Power                  | 500   |
| Magic Power            | 50    |
| Magic Defense          | 20    |
| Guard Break            | 50    |
| Guard Break Durability | 200   |
| EXP Value              | —     |

#### ATTACKS

| Name           | Description                                                           |
|----------------|-----------------------------------------------------------------------|
| Downward Chop  | An overhead forward swing.                                            |
| Side Slice     | A forward horizontal sweep.                                           |
| Power Strike   | Swings down with sword and simultaneously summons a barrage of rocks. |
| Body Slam      | A forward jump that emits an expanding circular shockwave on impact.  |
| Power Dash     | Charges energy, then lunges forward at high speed.                    |
| Spit Bullets A | Fires a forward barrage of magical bullets.                           |
| Spit Bullets B | Fires a series of magical bullets in three directions.                |
| Spin Attack    | Extends weapon to side, then charges forward while spinning.          |

#### XV-07 Defend a Position at the Center of the Room

The Shades that emerge from behind Gretel will disintegrate if they enter the brightly lit area at the center of the room, so try to hold a position behind it. From there, evade Gretel's Spit Bullets A and fire Dark Lance blasts.



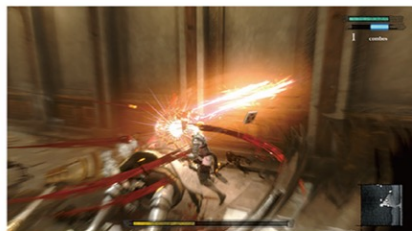
The attack gauge will appear when Gretel is knocked back at 60% HP. Preserve your MP and use Dark Lance to destroy it from your position.

RADIO WINDOW: 12-A

Nier: "Hey, Weiss?"  
Weiss: "Yes, lad?"

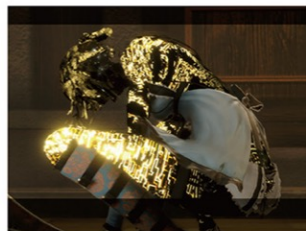
#### XV-09 TO 11 Learn to Counter Each of Gretel's Tactics

Gretel will typically try to combo Side Slices into Power Strikes or fight from afar with magic bullets. If it approaches, evade away; if it fires bullets, clear them with your weapon. If it starts a Spin Attack, get your back to a wall and block.



When Gretel hits 0 HP and you clear its attack gauge, there will be an event scene. Then clear another (untimed) attack gauge for the win.

#### VS Berserk Kainé



| STATS                  |       |
|------------------------|-------|
| HP                     | 10000 |
| Power                  | 590   |
| Magic Power            | 59    |
| Magic Defense          | —     |
| Guard Break            | 50    |
| Guard Break Durability | —     |
| EXP Value              | 20000 |

#### ATTACKS

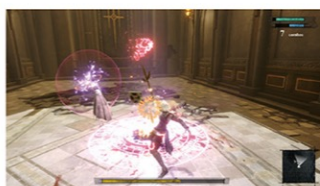
| Name               | Description                                                                |
|--------------------|----------------------------------------------------------------------------|
| Slash Combo+       | [When on all fours] Slashes to sides while advancing.                      |
| Leaping Swing      | [When on all fours] Jumps forward to attack with swords.                   |
| Magic Bullet Wave  | Fires numerous magic bullets that curve from both sides to attack forward. |
| Wall-Stick Bullets | [While clinging to wall] Fires bullets in a vertical wall.                 |

#### XV-13 Seek Openings When Kainé Stops Moving

Berserk Kainé moves quickly, leaping from pillar to pillar, so hold your shots until she stops. When she fires at you while clinging to a wall, evade the shots with a dash and strike back with jumping attacks or Dark Lance blasts.



When you hit Kainé with certain attacks while she's on a wall, she'll fall and be briefly vulnerable. Hit her with combo attacks.



After dealing a certain amount of damage, Emil will approach Kainé and an attack gauge will appear.

# XVI Robot Guardian Part 1

Is the stone fragment the key to the Shadowlord's Castle? In search of further clues, the party returns to the Junk Heap.



At Two Brothers Weaponry, you will be asked to get the Memory Alloy needed to upgrade the Iron Will. It's dropped by the P-32 on level B2F. The foes in the Heap may look the same, but beware: they're stronger than they used to be. Note that after point XVI-04, the shop will reopen for weapon upgrade services.

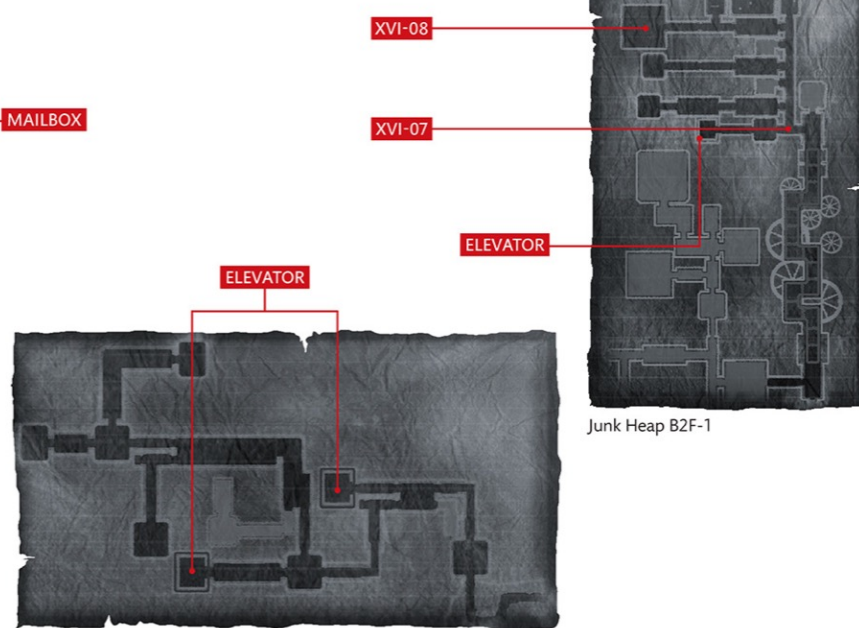
## Story Progression

| #      | Note  | Description                                                                                     | Map Name        |
|--------|-------|-------------------------------------------------------------------------------------------------|-----------------|
| XVI-01 |       | Go to Junk Heap Area (via Northern Plains)                                                      | Northern Plains |
| XVI-02 | MOVIE | "Jakob's Death"                                                                                 | Junk Heap Area  |
| XVI-03 |       | Talk to Gideon at Two Brothers Weaponry                                                         | Junk Heap Area  |
| XVI-04 |       | Talk to Gideon at Two Brothers Weaponry<br>Get Iron Will and the elevator code to Junk Heap B2F | Junk Heap Area  |
| XVI-05 |       | Go to Junk Heap 1F (via Junk Heap Area)                                                         | Junk Heap Area  |
| XVI-06 |       | Take elevator to Junk Heap B2F                                                                  | Junk Heap 1F-1  |
| XVI-07 |       | Use a bomb to destroy the fence                                                                 | Junk Heap B2F-1 |
| XVI-08 |       | Defeat P-32, get Memory Alloy                                                                   | Junk Heap B2F-1 |
| XVI-09 |       | Bring Memory Alloy to Gideon at Two Brothers Weaponry<br>Give Iron Will to Gideon               | Junk Heap Area  |
| XVI-10 |       | Go to Northern Plains (via Junk Heap Area)                                                      | Junk Heap Area  |

## Maps



Junk Heap Area



Junk Heap 1F-1

Junk Heap B2F-1

## Enemy Data

| Area            | Enemy Name                      | Level | HP   | EXP Value | Item Drop                                                 |
|-----------------|---------------------------------|-------|------|-----------|-----------------------------------------------------------|
| Northern Plains | Light Brawler (Sunny, Armored)  | 20    | 720  | 230       | Tutorial: Armored Enemies (30%) / Konka (3%) / Pahal (8%) |
|                 | Light Brawler (Cloudy)          | 17    | 505  | 120       | Lugza (40%)                                               |
|                 | Swift Caster (Cloudy)           | 17    | 606  | 250       | Mahka (40%) / Otko (10%)                                  |
|                 | Light Shooter (Sunny, Armored)  | 20    | 576  | 230       | Konzarr (2%) / Ulu (17%)                                  |
|                 | Light Brawler (Cloudy, Armored) | 20    | 720  | 230       | Besil (10%) / Pahol (5%) / Besol (2%) / Gebul (1%)        |
| Junk Heap 1F    | SG-01                           | 22    | 1008 | 250       | —                                                         |
|                 | SG-10                           | 22    | 1008 | 250       | —                                                         |
|                 | SF-11                           | 22    | 403  | 200       | —                                                         |
| Junk Heap B2F   | SG-01                           | 22    | 1008 | 250       | —                                                         |
|                 | SG-10                           | 22    | 1008 | 250       | —                                                         |
|                 | POD-01                          | 22    | 605  | 250       | —                                                         |
|                 | SF-11                           | 22    | 150  | 200       | —                                                         |
|                 | CRM-010                         | 22    | 100  | 250       | —                                                         |
|                 | P-32                            | 22    | 8064 | 800       | —                                                         |

## TIPS AND STRATEGIES

### XVI-07 Skip the Mine Cart to Reach Your Goal Faster

Once you descend to B2F, use the bomb to destroy the fence and proceed past it. You could get the Memory Alloy from a P-32 at the end of the mine cart route if you prefer, but the direct route is much faster.

### XVI-08 When P-32 Is Low on HP, Fight It from Afar

In the first stage of this battle, fight while evading P-32's electric beams and using double-jumps to survive its stomps. Once it has lost half its HP, it will start using its gun and beams together, so get out of bullet range and finish it with magic.

RADIO WINDOW: 12-B

Nier: "Is there a way to swim using magic, or...?"  
Weiss: "No."  
Nier: "Figures."



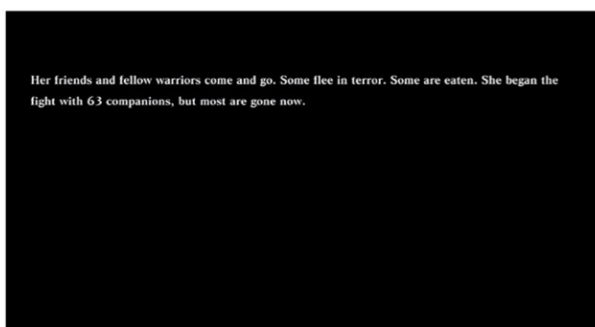
## STORY WALKTHROUGH

## XVII Divine Tree

Popola continues striving to crack the code. But you'll need records of lives and deaths from a tree with a long memory.



As before, your visit to the Forest of Myth will involve no combat. Once you examine the Divine Tree, events will again play out in the form of a sound novel. However, this time there are random elements in the text you'll read, so you'll need to pay careful attention and answer the questions yourself.

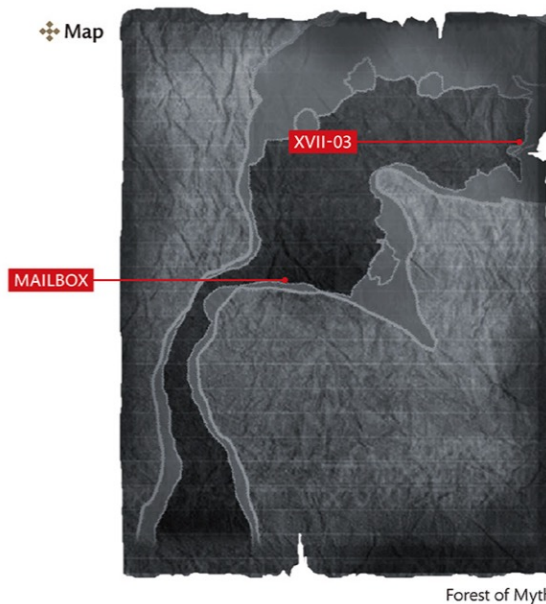


If you fail to answer the three consecutive questions correctly, you'll be sent back to the start. But the questions are always about the same passages, so you'll know exactly what to focus on the second time.

## ❖ Story Progression

| #       | Note | Description                                   | Map Name        |
|---------|------|-----------------------------------------------|-----------------|
| XVII-01 |      | Go to Forest of Myth (via Northern Plains)    | Northern Plains |
| XVII-02 |      | Talk to the mayor                             | Forest of Myth  |
| XVII-03 |      | Examine the Divine Tree                       | Forest of Myth  |
| XVII-04 |      | Answer the multiple choice question correctly | Forest of Myth  |
| XVII-05 |      | Answer the multiple choice question correctly | Forest of Myth  |
| XVII-06 |      | Choose any one of the three answers           | Forest of Myth  |
| XVII-07 |      | Get the Memory Tree key fragment              | Forest of Myth  |
| XVII-08 |      | Go to Northern Plains (via Forest of Myth)    | Forest of Myth  |

## ❖ Map



## TIPS AND STRATEGIES

## XVII-03 TO 06 The Two Key Passages

The Divine Tree will ask you three questions in all, but any answer will be accepted as correct for the third question. For the first two questions, the passages in which the answers appear are always exactly the same, except for one word or number. This element changes randomly each time you read the story, so if you have to restart the story, you'll still need to pay close attention—but only to the two key passages shown below.

## ❖ Answers to the Divine Tree's Questions

**Question 1:** "What was the color of the lost envy?"

- Brown
- Green
- Blue

**Answer:** [From page 8] "Only one person brings the boy comfort: a healthy young girl with tan skin and deep [COLOR] eyes."

**Question 2:** "I implore you: How many were lost by the warrior who fought the red-eyed beasts?"

- Her daughter and 23 friends
- Her daughter and 33 friends
- Her daughter and 63 friends

**Answer:** [From page 15] "She began the fight with [NUMBER] companions, but most are gone now."

## CHECK!

## Upgrade the Phoenix Dagger to Level 4

Maxing out the Phoenix Dagger will make a good weapon even better. We've listed where to find the necessary materials below; pay close attention to the condition on Giant Eggs, Eagle Eggs, and Broken Earrings.

## ❖ Needed Materials and the Best Way to Acquire Them

| Lvl | Qty | Item           | Where to Get                                        |
|-----|-----|----------------|-----------------------------------------------------|
| 2   | 6   | Silver Ore     | Buy at Two Brothers Weaponry                        |
|     | 2   | Giant Egg      | Gather at Nier's Village (after completing Quest 3) |
| 3   | 6   | Silver Ore     | Buy at Two Brothers Weaponry                        |
|     | 1   | Eagle Egg      | Gather at The Aerie (Before the next chapter's end) |
|     | 2   | Broken Earring | Dropped by Swift Casters (on cloudy days)           |
| 4   | 6   | Silver Ore     | Buy at Two Brothers Weaponry                        |
|     | 5   | Black Pearl    | Gather in Seafrost                                  |
|     | 2   | Amber          | Buy at Facade Material Shop                         |



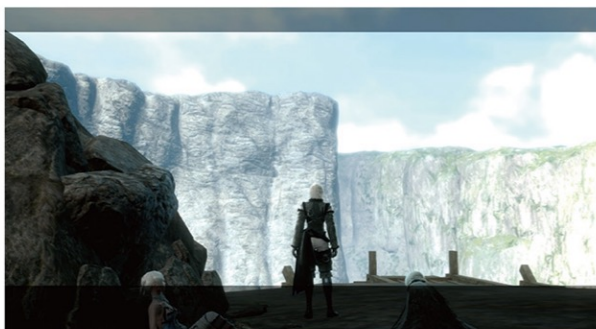
You can also get Amber from boxes in the Junk Heap: B2F. They're expensive, so grab as many as you can.

# XVIII A Village No More

Terrorized by an invisible menace, a village teeters at the brink of ruin. Their life with the Shades ends in a dark sacrifice.



This chapter is your last chance to visit The Aerie. If you didn't get the one-handed sword Faith in Act I, you can buy it at a stand in the market here. Save at the entrance, because after the first Shade appears, the Mailbox will be off-limits until you defeat the boss.

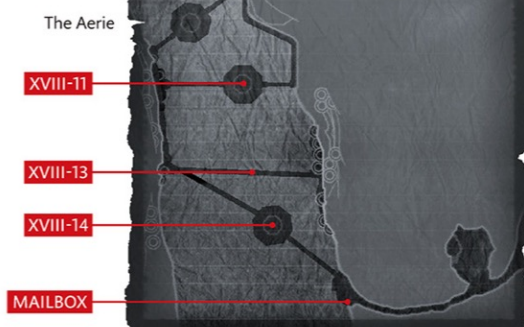


After Wendy's destruction, Emil will go berserk and destroy The Aerie. From that point on, everything beyond the Mailbox will be gone.

## Story Progression

| #        | Note                                                           | Description | Map Name        |
|----------|----------------------------------------------------------------|-------------|-----------------|
| XVIII-01 | Return to Nier's Village from the Northern Plains              |             | Northern Plains |
| XVIII-02 | Talk to Popola                                                 |             | Library         |
| XVIII-03 | Go to Northern Plains (via northern gate)                      |             | Nier's Village  |
| XVIII-04 | Go to The Aerie (via Northern Plains)                          |             | Northern Plains |
| XVIII-05 | Go to the chief's house, speak to him through the door         |             | The Aerie       |
| XVIII-06 | Speak to market guard: defeat Villager, Swift Swordsman foe(s) |             | The Aerie       |
| XVIII-07 | Reunite with Kainé                                             |             | The Aerie       |
| XVIII-08 | MOVIE "Becoming Shades"                                        |             | The Aerie       |
| XVIII-09 | Defeat Swift Swordsman foe(s)                                  |             | The Aerie       |
| XVIII-10 | Defeat Ultraheavy Raider foe(s)                                |             | The Aerie       |
| XVIII-11 | BOSS Defeat Wendy (part 1)                                     |             | The Aerie       |
| XVIII-12 | MOVIE "Decoy Tactics"                                          |             | The Aerie       |
| XVIII-13 | BOSS Defeat Wendy (part 2)                                     |             | The Aerie       |
| XVIII-14 | BOSS Defeat Wendy (part 3)                                     |             | The Aerie       |
| XVIII-15 | MOVIE "The Power of the Ultimate Weapon"                       |             | The Aerie       |
| XVIII-16 | MOVIE "A Village Erased"                                       |             | The Aerie       |
| XVIII-17 | Get the Sacrifice key fragment                                 |             | The Aerie       |
| XVIII-18 | Go to Northern Plains (via The Aerie)                          |             | The Aerie       |

## Map

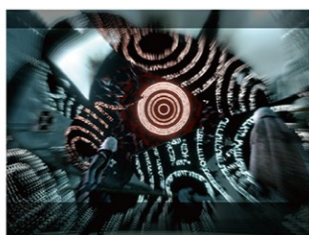


## Enemy Data

| Area      | Enemy Name                                | Level | HP   | EXP Value | Item Drop                               |
|-----------|-------------------------------------------|-------|------|-----------|-----------------------------------------|
| The Aerie | Villager (Limited, Guard)                 | 22    | 1000 | 250       | —                                       |
|           | Swift Swordsman (Limited, Guard, Reflect) | 22    | 700  | 250       | —                                       |
|           | Swift Swordsman (Limited, Guard, Armored) | 22    | 700  | 250       | Solkarr (2%) / Ashukarr (2%)            |
|           | Swift Swordsman (Limited, Guard)          | 22    | 700  | 250       | Mahzarr (3%) / Gebuloth (1%)            |
|           | Swift Swordsman (Limited, Guard, Armored) | 22    | 700  | 250       | Lugesra (5%) / Otzarr (3%) / Besul (2%) |
|           | Ultraheavy Raider (Limited, Armored)      | 15    | 7080 | 1000      | —                                       |
|           | Swift Swordsman (Boss, Guard)             | 18    | —    | 0         | Solkarr (4%) / Ulol (9%)                |

## TIPS AND STRATEGIES

### VS Wendy



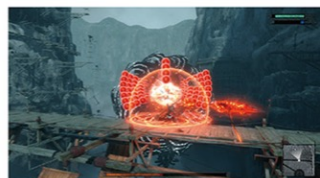
| STATS                  |       |
|------------------------|-------|
| HP                     | 36000 |
| Power                  | 1500  |
| Magic Power            | 150   |
| Magic Defense          | —     |
| Guard Break            | 50    |
| Guard Break Durability | —     |
| EXP Value              | 50000 |

### ATTACKS

| Name            | Description                                                                              |
|-----------------|------------------------------------------------------------------------------------------|
| Magic Bullets A | Fires numerous bullets down from above over a wide area.                                 |
| Magic Bullets B | Approaches platform and fires magic bullets forward in various patterns.                 |
| Magic Bullets C | Continuously fires magic bullets in a forward-expanding pattern.                         |
| Magic Bullets D | Approaches platform and fires a horizontal array of bullets forward.                     |
| Magic Bullets E | Approaches platform and fires a sweeping horizontal array of bullets from left to right. |
| Tentacle Stab   | Stabs at surface with a tentacle, summoning six Swift Striker foes.                      |
| Laser           | Fires a homing laser.                                                                    |

### XVIII-11 TO 13 Only the Eye Is Vulnerable to Damage

Contained in a hard shell and protecting itself with its tentacles, the eye-like thing at Wendy's center is its only vulnerable spot. Protect yourself with Dark Wall and fire Dark Lances when its tentacles are out of the way. When you break the attack gauge at 50% HP, it will move towards the Chief's house.



After moving, Wendy also attacks with Magic Bullets B, but the combination of Dark Wall and Dark Lance will still prove effective.

### XVIII-14 When the Eye Turns Blue, the Laser Fires

In the second phase, Wendy will begin using a laser that Dark Wall can't block. Stick with the same strategy, but do it while sprinting around the stage to stay ahead of the laser. If the laser catches you, roll under it.

RADIO WINDOW: 14-A

Nier: "Say, can you eat scorpions?"

Weiss: "Indeed you can! Long ago, people operated food stands where they impaled the creatures on skewers and fried them whole."

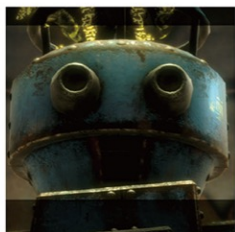


## STORY WALKTHROUGH

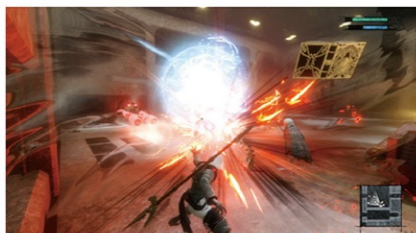
# XIX Robot Guardian

Part 2

Bonds of family and friend, in every form. The laws of machines, developed by necessity and chance.

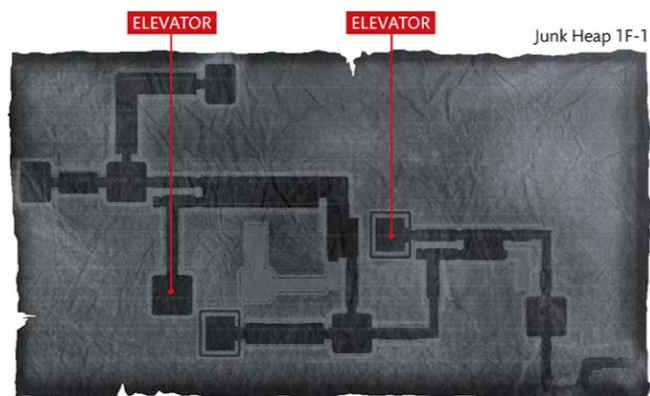


Nier returns to Two Brothers Weaponry to pick up his upgraded Iron Will sword, but ends up returning to the Junk Heap to avenge Jakob by slaying P-33 and Kalil. On B2F, many rooms won't open their doors until all of the foes within have been slain. But if you take the direct route, you can mostly avoid combat.



You may want to reconsider your Words here; ones that boost drop rate or Guard Break stats do nothing against machines.

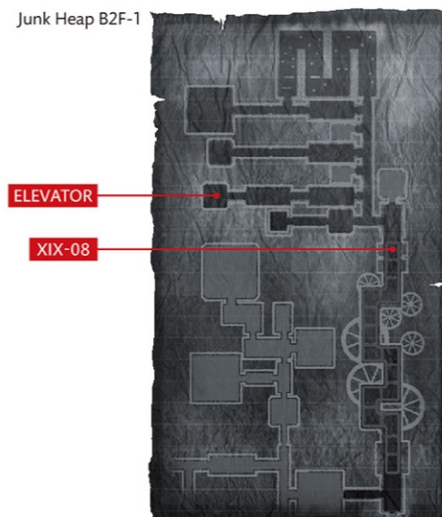
## Maps



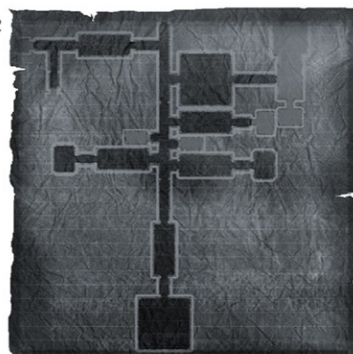
## Story Progression

| #      | Note  | Description                                                              | Map Name               |
|--------|-------|--------------------------------------------------------------------------|------------------------|
| XIX-01 |       | Go to Nier's Village (via Northern Plains)                               | Northern Plains        |
| XIX-02 |       | Check the Mailbox at Nier's House                                        | Nier's Village         |
| XIX-03 |       | Go to Northern Plains (via northern gate)                                | Nier's Village         |
| XIX-04 |       | Go to Junk Heap Area (via Northern Plains)                               | Northern Plains        |
| XIX-05 |       | Talk to Gideon at Two Brothers Weaponry<br>Get Iron Will, now at Level 2 | Junk Heap Area         |
| XIX-06 |       | Go to Junk Heap 1F (via Junk Heap Area)                                  | Junk Heap Area         |
| XIX-07 |       | Take Elevator to Level B2F                                               | Junk Heap 1F-1         |
| XIX-08 |       | Ride the mine cart to proceed                                            | Junk Heap B2F-1        |
| XIX-09 |       | Take Elevator in Junk Heap Depths to Level 1F                            | Junk Heap Depths       |
| XIX-10 |       | Fall through hole in floor                                               | Junk Heap 1F-2         |
| XIX-11 | BOSS  | Defeat P-33 and Kalil (part 1)                                           | JH Weapon Testing Area |
| XIX-12 | MOVIE | "On Wings of Debris"                                                     | JH Weapon Testing Area |
| XIX-13 | BOSS  | Defeat P-33 (part 2)                                                     | JH Weapon Testing Area |
| XIX-14 | BOSS  | Defeat Kalil (part 3)                                                    | JH Weapon Testing Area |
| XIX-15 |       | Talk to Gideon                                                           | JH Weapon Testing Area |
| XIX-16 |       | Get Law of Robotics key fragment                                         | Junk Heap Area         |
| XIX-17 |       | Go to Northern Plains (via Junk Heap Area)                               | Junk Heap Area         |

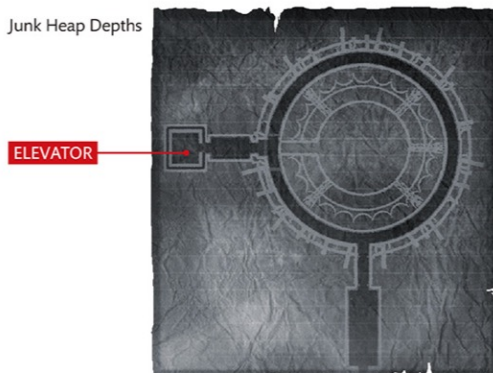
Junk Heap B2F-1



Junk Heap B2F-2

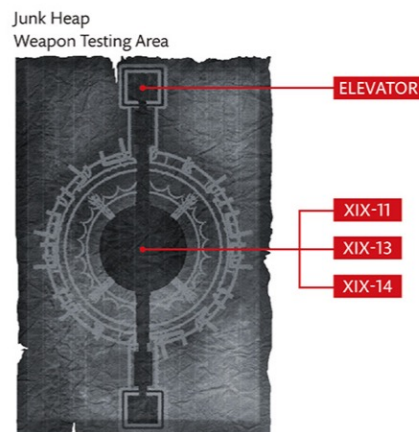
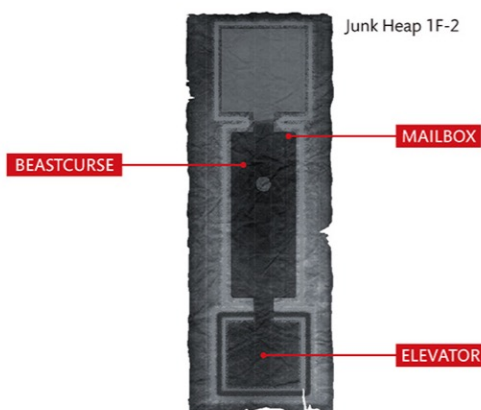


Junk Heap Depths



RADIO WINDOW: 14-B

Nier: "Where did you learn that?"  
Weiss: "Who can say? I do not know. Some portions of the past are inexplicably clear in my memory."



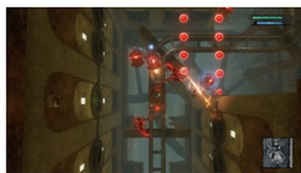
#### ❖ Enemy Data

| Area                | Enemy Name             | Level | HP  | EXP Value | Item Drop |
|---------------------|------------------------|-------|-----|-----------|-----------|
| Junk Heap Depths    | SF-11                  | 22    | 100 | 200       | —         |
| Weapon Testing Area | Swarm Swordsman (Boss) | 4     | 79  | 0         | —         |

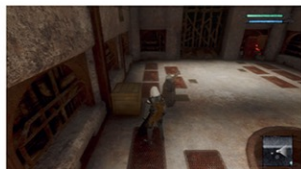
### TIPS AND STRATEGIES

#### XIX-08 Use Dark Whirlwind on the Mine Cart

Dark Whirlwind magic can make your mine cart trip through B2F-1 a breeze. It will clear out the bullets fired by the CRM-010 turrets, and even do a bunch of damage to the turrets themselves and the flying SF-11's, too.

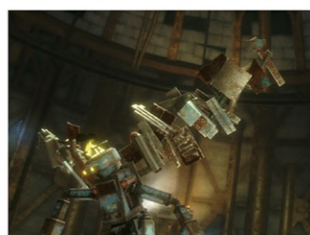


Charge the Dark Whirlwind up a level or two before you use it. If you have MP to spare, pair it with Dark Hand to smash the SF-11's.



Before you drop down the hole to the Weapon Testing Area, make sure to grab the Beastcurse spear from a wooden box.

#### VS P-33/P-33 (Winged)

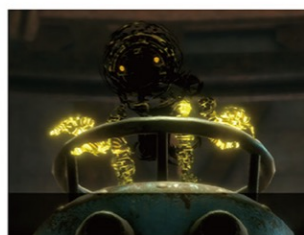


| STATS                  |             |
|------------------------|-------------|
| HP                     | 40000/25000 |
| Power                  | 1500/2500   |
| Magic Power            | 130/210     |
| Magic Defense          | —           |
| Guard Break            | 50/50       |
| Guard Break Durability | —           |
| EXP Value              | 0/50000     |

#### ATTACKS

| Name            | Description                                                                       |
|-----------------|-----------------------------------------------------------------------------------|
| Strike          | Swings arm in forward direction.                                                  |
| Electrify       | Stomps ground with left leg, electrifying the area around the leg.                |
| Shock Attack A  | Stomps ground with right leg causing area-effect electric attack.                 |
| Shock Attack B  | Stomps ground with right leg causing electric attack that expands forward widely. |
| Spinning Vulcan | Fires a barrage of bullets over area while executing electric attack.             |
| Debris Drop     | Slams into ceiling, causing debris to fall to the ground.                         |
| Tackle          | Performs a gliding tackle from midair.                                            |
| Electric Stomp  | Lands from midair and releases electricity around legs.                           |
| Flying Vulcan   | Fires a barrage of bullets while spinning in midair.                              |

#### VS Kalil



| STATS                  |      |
|------------------------|------|
| HP                     | 2500 |
| Power                  | 5    |
| Magic Power            | 1    |
| Magic Defense          | —    |
| Guard Break            | 10   |
| Guard Break Durability | —    |
| EXP Value              | —    |

#### ATTACKS

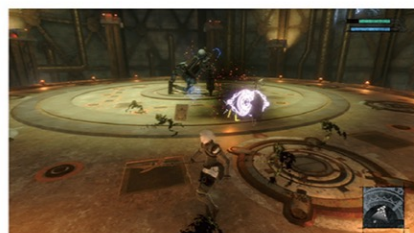
| Name       | Description                                      |
|------------|--------------------------------------------------|
| Split Self | Creates five duplicates of itself, which attack. |

#### XIX-11 Fight with the Tactics You Used Against P-32

P-33 uses the same attack patterns as P-32 did, so the strategy of fighting from afar with magic while dodging electrical attacks still works well. Note that Dark Lance and Dark Hand can cause P-33 to flinch, so if you time their use right, you can keep P-33 on the ropes and unable to retaliate.

#### XIX-13 TO 14 Aim for the Interval Between Attacks

Once P-33 has his wings of rubble, he'll begin using the Debris Drop, Tackle, Electric Stomp, and Flying Vulcan moves. Your best chances to attack are after a Debris Drop or Electric Stomp, when there's a brief interval in which to strike with spells like Dark Lance. You won't be able to hit P-33 or Kalil during a Debris Drop, so just block or evade and wait it out.



After P-33 runs out of HP, Kalil will attack with his Split Self doubles. The real Kalil never attacks, making him easy to spot.

RADIO WINDOW: 14-C

Kainé: "Whatever, Gramps."  
Weiss: "What was that, hussy!?"



## STORY WALKTHROUGH

## XX The Little Mermaid

As the party investigates a shipwreck that washed ashore in Seafront, Kainé senses the presence of a powerful Shade...



Your red-bag-holding ferryman has gone missing, and your investigation leads you to a shipwreck on Seafront's beach. There are no enemies to fight inside, but the mighty Louise waits at the end. This battle plays out differently on later playthroughs of the game.

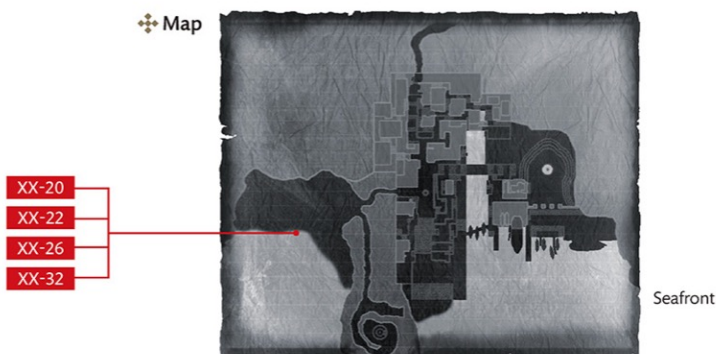


There's a brief bit of combat when you flee the shipwreck in XX-18. Cut through Louise's tentacles as you run to the left side of the screen.

## ❖ Story Progression

| #     | Note  | Description                                                                                                                                                 | Map Name        |
|-------|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------|
| XX-01 |       | Talk to Popola at the library                                                                                                                               | Library         |
| XX-02 |       | Go to Southern Plains (via southern gate)                                                                                                                   | Nier's Village  |
| XX-03 |       | Go to Seafront (via Southern Plains)                                                                                                                        | Southern Plains |
| XX-04 |       | Talk to the Red-Bag Woman                                                                                                                                   | Seafront        |
| XX-05 |       | Talk to the woman in the tavern                                                                                                                             | Seafront        |
| XX-06 |       | Go to Nier's Village and speak to the southern gate guard                                                                                                   | Nier's Village  |
| XX-07 |       | Go to Seafront and speak to the man at the post office                                                                                                      | Seafront        |
| XX-08 |       | Go to the beach and speak to Kainé and Emil                                                                                                                 | Seafront        |
| XX-09 | MOVIE | "Shipwreck in the Bay"                                                                                                                                      | Seafront        |
| XX-10 |       | Enter the shipwreck                                                                                                                                         | Shipwreck       |
| XX-11 |       | Investigate the shipwreck, and pick up the lantern                                                                                                          | Shipwreck       |
| XX-12 |       | Get and use the Hold Key to progress                                                                                                                        | Shipwreck       |
| XX-13 |       | Pull a bookcase to open the path to proceed                                                                                                                 | Shipwreck       |
| XX-14 |       | Enter the room and "nudge" the vase switch                                                                                                                  | Shipwreck       |
| XX-15 |       | Get and use the Passageway Key to proceed                                                                                                                   | Shipwreck       |
| XX-16 |       | Reunite with Kainé and Emil and enter the final room                                                                                                        | Shipwreck       |
| XX-17 | MOVIE | "The Shade Girl"                                                                                                                                            | Shipwreck       |
| XX-18 |       | Escape from the shipwreck                                                                                                                                   | Shipwreck       |
| XX-19 | MOVIE | "The Humongous Shade"                                                                                                                                       | Seafront        |
| XX-20 | BOSS  | Defeat Louise (part 1)                                                                                                                                      | Seafront        |
| XX-21 | MOVIE | "Even Bigger"                                                                                                                                               | Seafront        |
| XX-22 | BOSS  | Defeat Louise (part 2)<br>• On playthrough 1 or 2, advance to XX-23 at a set point<br>• On playthrough 3+, clear all gauges to continue at XX-31 (page 129) | Seafront        |
| XX-23 | MOVIE | "Kainé's Power"                                                                                                                                             | Seafront        |
| XX-24 | BOSS  | Defeat Louise (part 3)                                                                                                                                      | Seafront        |
| XX-25 | MOVIE | "An Uncertain Louise"                                                                                                                                       | Seafront        |
| XX-26 | BOSS  | Defeat Louise (part 4)                                                                                                                                      | Seafront        |
| XX-27 | MOVIE | "Beautiful World"                                                                                                                                           | Seafront        |
| XX-28 |       | Talk to the postman                                                                                                                                         | Seafront        |
| XX-29 |       | Talk to the Red-Bag Woman                                                                                                                                   | Seafront        |
| XX-30 |       | Go to Nier's Village, talk to Popola                                                                                                                        | Library         |

## ❖ Map



Shipwreck Hold

XX-11

MAILBOX

Shipwreck Middle Decks



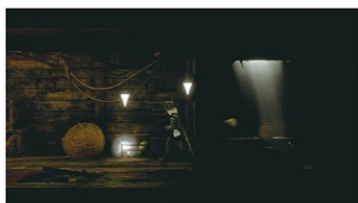
RADIO WINDOW: 15-A

Nier: "Urrrgh... This poison sucks. I still can't feel my arms and legs."  
Kainé: "I feel great."  
Nier: "Man. You must have a cast-iron stomach, Kainé."

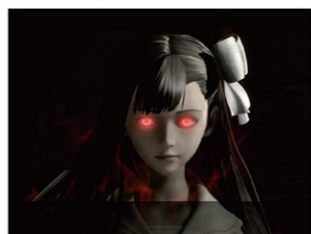
## TIPS AND STRATEGIES

**XX-11 Examine the Glowing Objects to Proceed**

The interior of the shipwreck is an exploration scene that is run in a side-scrolling perspective. To advance, you'll need to pick up the lantern and a few keys. These can be identified by their glow and the white arrow icon. If you make sure to examine every glowing object you find, you shouldn't have trouble making it through the shipwreck.



When you first examine the door in the hold, a glowing icon will appear in front of you. That's the lantern you need to proceed.

**VS Louise**

| STATS                  |       |
|------------------------|-------|
| HP                     | 80000 |
| Power                  | 5250  |
| Magic Power            | 2000  |
| Magic Defense          | —     |
| Guard Break            | —     |
| Guard Break Durability | —     |
| EXP Value              | 35000 |

**ATTACKS**

| Name              | Description                                                                          |
|-------------------|--------------------------------------------------------------------------------------|
| Tentacle Strike   | Strikes with giant tentacles to left and right (strikes twice if one is destroyed).  |
| Mowing Bullets    | Swings tentacles to fire numerous waves of bullets in an arc.                        |
| Whirling Bullets  | The giant left and right tentacles each release undulating waves of bullets.         |
| Sound Blast       | After targeting the player's location, fires powerful soundwaves at it.              |
| Flowering Bullets | Fires a wave of bullets in an elliptical pattern.                                    |
| Swirling Bullets  | Fires numerous waves of bullets in a narrow arc.                                     |
| Strike Attack     | Smacks beach with giant tentacles, emitting shockwaves.                              |
| Wave of Bullets   | Fires long barrages of bullets from left, right, and center.                         |
| Volley of Spears  | Launches a horizontal line of explosive spears from one side of screen to the other. |
| Storm of Bullets  | Fires a long wave of bullets centered on the girl.                                   |
| Trick Bullets     | Fires a counterclockwise wave of bullets from just above the girl.                   |

**XX-20 Beware the Second Tentacle Strike**

You'll first fight Louise on the upper deck. Her tentacle strikes and soundwaves hit large areas, so you'll want to position yourself near the center of the screen so you'll have room to dodge. Attack gauges will appear on the tentacles at 80% HP, giving you a chance to destroy one of them. But beware that the other will start striking twice, so you'll need to adjust your timing accordingly.



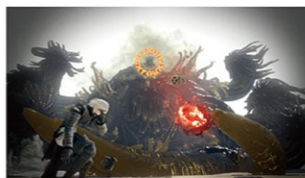
Once a tentacle has been destroyed, you'll get hit if you attempt an immediate counterattack after dodging the first Tentacle Strike shockwave.

**XX-22 Endure the Boss's Onslaught**

When the battle moves to the beach, Louise will add a number of ranged attacks to her repertoire. If it's the first or second playthrough, you won't be able to beat her, so just focus on dodging and blocking until the next event scene triggers. Even in part 3 of the fight, there isn't any point fighting back.

**XX-26 Adjust the Camera to Focus in on Victory**

In the end, Nier summons all his strength to fire a Dark Lance at Louise's head. You can't really control Nier in this phase of the battle, but you can guide the camera. Press the stick upward to lock onto Louise, then press the button to fire the killing lance.



The game won't let you fire the Dark Lance until you're locked on, so simply hammering on the fire button will work too.

**CHECK! Stopping the Soundwave on Playthrough 3+**

On playthrough 3 and beyond, attack gauges will appear on Louise's arms if you get her down to 75% HP in the beach fight (XX-22). Destroy both, and an attack gauge will appear on her head. If you successfully destroy it with Dark Lance or Dark Blast magic, you'll move on to point XX-31.



If you don't destroy the attack gauges on the arms, the battle will play out as it did in the 1st and 2nd playthroughs. But if you fail to destroy the gauge on the head, it's game over.

A Girl Who Couldn't Live Her Dream of Becoming Human. Her Song-like Scream Is Swallowed by the Waves.



Having successfully stopped the massive soundwave, Nier's party charges up Louise's body to finish her off. And with a whisper, the Little Mermaid is gone. But not forgotten... The third playthrough adds a new ending to this chapter.

**Story Progression**

| #     | Note  | Description                          | Map Name |
|-------|-------|--------------------------------------|----------|
| XX-31 | BOSS  | Run up Louise's body                 | Seafont  |
| XX-32 | BOSS  | Defeat Louise (part 3)               | Seafont  |
| XX-33 | MOVIE | "Beautiful World"                    | Seafont  |
| XX-34 |       | Talk to the postman                  | Seafont  |
| XX-35 |       | Talk to the Red-Bag Woman            | Seafont  |
| XX-36 |       | Go to Southern Plains (via Seafont)  | Seafont  |
| XX-37 | MOVIE | "A Letter of Thanks"                 | Seafont  |
| XX-38 |       | Go to Nier's Village, talk to Popola | Library  |

**XX-32 Use Her Body as a Shield to Charge Dark Lance**

In the final battle, Louise unleashes thick waves of bullets. If you hide behind the hill-like part of her on the right, you'll be safe from them. Charge your Dark Lances there, then jump up and fire when there's a break in the bullet wave.



Louise alternates between two bullet patterns, but both can fill the screen. Using only Dark Lance is the safest way to fight.

RADIO WINDOW: 15-B

Weiss: "The hussy's internal organs are as filthy as her mouth!"  
Kainé: "Why do you have to be such a shithead all the time, book?"



## STORY WALKTHROUGH

XXI Desert Wolves Part 1

A letter from a masked friend. An occasion to celebrate.  
A moment of respite between a battle and a massacre.



After receiving an invitation to the king's wedding, the party travels to Facade to join in the revelry. But in the midst of the king's wedding to Fyra, a pack of wolves led by Roc attacks. Nier springs into battle against Roc, but only manages to drive him away, not finish him off.

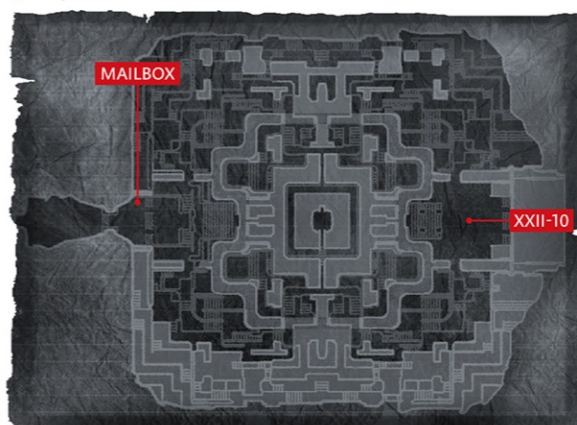


You battle Roc and three other wolves in front of the King's Mansion. All the staircases are fenced off, so you won't have much room to maneuver.

## ❖ Story Progression

| #      | Note  | Description                                | Map Name        |
|--------|-------|--------------------------------------------|-----------------|
| XXI-01 |       | Go to Nier's Village (via Northern Plains) | Northern Plains |
| XXI-02 |       | Talk to Popola                             | Library         |
| XXI-03 |       | Check the Mailbox at Nier's House          | Nier's Village  |
| XXI-04 |       | Go to Desert (via the boat dock)           | Nier's Village  |
| XXI-05 |       | Go to Facade (via Desert)                  | Desert          |
| XXI-06 |       | Go to the King's Mansion, go upstairs      | Facade          |
| XXI-07 |       | Go to the King's Mansion: Terrace          | Facade          |
| XXI-08 |       | Talk to the masked retainer                | Facade          |
| XXI-09 | MOVIE | "Wolf Attack"                              | Facade          |
| XXI-10 | BOSS  | Drive Roc away                             | Facade          |
| XXI-11 | MOVIE | "Fyra's Death"                             | Facade          |

## ❖ Map



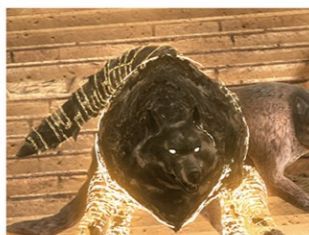
Facade

## ❖ Enemy Data

| Area   | Enemy Name                       | Level | HP   | EXP Value | Item Drop                |
|--------|----------------------------------|-------|------|-----------|--------------------------|
| Desert | Scorpion                         | 4     | 95   | 5         | —                        |
|        | Light Shooter (Armored)          | 20    | 576  | 150       | Otkarr (3%) / Hodul (3%) |
|        | Wolf                             | 22    | 1210 | 200       | —                        |
| Facade | Wolf (Boss)                      | 20    | 1500 | 200       | —                        |
|        | Light Brawler (Limited, Armored) | 14    | 324  | 40        | Besil (20%) / Pahol (5%) |

## TIPS AND STRATEGIES

## VS Roc



| STATS                  |       |
|------------------------|-------|
| HP                     | 16000 |
| Power                  | 1400  |
| Magic Power            | 180   |
| Magic Defense          | —     |
| Guard Break            | 50    |
| Guard Break Durability | —     |
| EXP Value              | —     |

## ATTACKS

| Name           | Description                                                                   |
|----------------|-------------------------------------------------------------------------------|
| Step           | Scratches while leaping back or to either side.                               |
| Bullet Spin    | Spins around in place, firing multiple homing bullets in a forward direction. |
| Bullet Barrage | While jumping, fires a barrage of magic bullets in a fan shape.               |
| Howl           | Howls in place, generating shockwaves around himself.                         |

## XXI-10 Stay on Guard and Wait for Openings

As soon as the battle begins, eliminate the other three wolves so you can focus solely on Roc. Your best opportunities to attack him come right after he uses a Bullet Spin or Bullet Barrage attack, when he lowers his guard to howl. Block the bullets, dash in, and strike Roc with weapon attacks.



If the speedy Roc moves in close to you, backstep or sidestep away. Hitting Roc while he's in motion is next to impossible.



Block the first homing bullet or two from Roc's Bullet Spin, then dash in to attack. Roc will flee when he's at less than 50% HP.

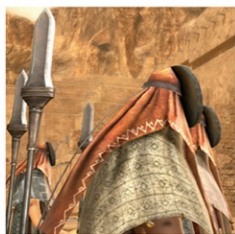
RADIO WINDOW: 16-A

Emil: "He's paying a lot of money for us to go find some old cooking knife."  
Weiss: "Whether for love of food or fine cutlery, there is little doubt this man is a serious customer."  
Emil: "Maybe we could buy a whole bunch of knives for him. Then we'd be rich!"

## XXII Desert Wolves

Part 2

From blushing red to bleeding red in just a few heartbeats. Farewell, Fyra. Farewell, loyal Cerberus.



Nier's party joins the King of Facade on a trek to the wolves' den in order to avenge Fyra. When you select "Yes" at the entrance to the King's Mansion Terrace, a series of events will begin that leads to a boss battle, so make sure you're ready for battle and well stocked with recovery items.



The masked soldiers will join you in battle against the wolves in the wolves' den, making this a rare battle in which you outnumber your foe.

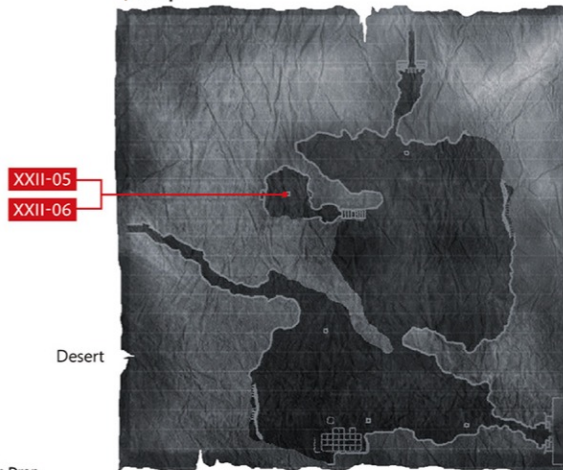
### ❖ Enemy Data

| Area     | Enemy Name  | Level | HP  | EXP Value | Item Drop |
|----------|-------------|-------|-----|-----------|-----------|
| Wolf Den | Wolf (Boss) | 20    | 864 | 200       | —         |

### ❖ Story Progression

| #       | Note  | Description                                               | Map Name |
|---------|-------|-----------------------------------------------------------|----------|
| XXII-01 |       | Examine the door to King's Mansion: Terrace, select "Yes" | Facade   |
| XXII-03 |       | Get the one-handed sword "Ancient Overlord"               | Facade   |
| XXII-04 | MOVIE | "Time to Regroup"                                         | Facade   |
| XXII-05 |       | Defeat Wolf foe(s)                                        | Wolf Den |
| XXII-06 | BOSS  | Defeat Roc                                                | Wolf Den |
| XXII-07 |       | Get the Loyal Cerberus key fragment                       | Wolf Den |
| XXII-08 |       | Go to Nier's Village (via the boat dock)                  | Desert   |

### ❖ Map

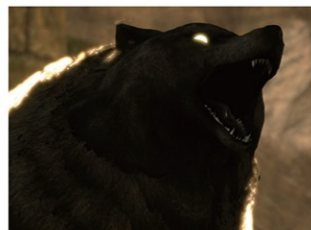


## TIPS AND STRATEGIES

### XXII-05 Protect the King from the Wolf Pack

As soon as you enter their den, a battle between the wolves and the masked people will begin. Roc will initially be watching from atop a cliff, where you won't be able to hurt him. The King of Facade has four soldiers and his regent to protect him, but you still can't afford to take your eyes off him. The wolves will all be focusing their attacks on the king, and if he falls, it's game over. Whenever the wolf numbers fall below five, reinforcements will appear, and Roc himself will only join the battle once you've slain 30 wolves.

#### VS Roc



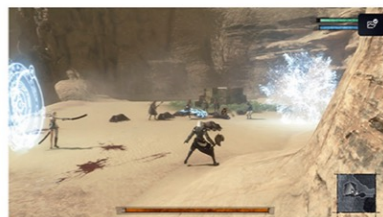
| STATS                  |       |
|------------------------|-------|
| HP                     | 20000 |
| Power                  | 1500  |
| Magic Power            | 200   |
| Magic Defense          | —     |
| Guard Break            | 50    |
| Guard Break Durability | —     |
| EXP Value              | 50000 |

#### ATTACKS

| Name           | Description                                                                            |
|----------------|----------------------------------------------------------------------------------------|
| Step           | Scratches while leaping back or to either side.                                        |
| Bullet Spin    | Spins around in place, firing multiple homing bullets in a forward direction.          |
| Bullet Barrage | While jumping, fires a barrage of magic bullets in a fan shape.                        |
| Howl           | Howls in place, generating shockwaves around himself.                                  |
| Charge         | A high-speed charge in which Roc can change direction to pursue his target.            |
| Shockwave Spin | Leaps forward while spinning, and creates expanding circular shockwaves when he lands. |

### XXII-06 Block Roc's Charges and Counterattack

Roc has two new moves: a rapid charge and a spinning leap that generates shockwaves. The charge is difficult to evade, so block it and immediately counterattack to strike while he's howling. When Roc jumps onto the well, it signals an impending Shockwave Spin; dash in circles around the well to avoid it.



When all the wolves are beaten, Roc enters the battle with a Shockwave spin. Be ready to jump over the shockwave.



Unlike the other wolves, Roc will be targeting Nier, not the king. Lead Roc away from the king so he doesn't get caught in the crossfire.

RADIO WINDOW: 16-B

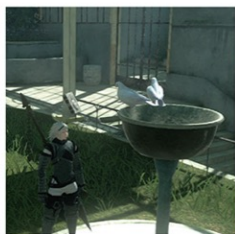
Weiss: "If he had twenty arms, and could wield a weapon in each one, I am certain he would purchase a great many knives for himself."  
 Emil: "That would be AWESOME!"  
 Nier: "Guys, this is a really stupid conversation."



## STORY WALKTHROUGH

## XXIII The Final Journey

With the blood-drenched key to the Shadowlord's Castle finally in hand, Nier opens the door to his sister's salvation.



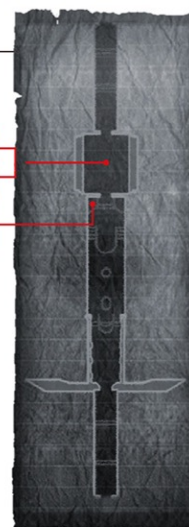
Now that you've completed the stone fragment, it's time to visit the Shadowlord's Castle. But beware; from Swift Swordsmen who get reflectors as soon as their armor breaks, to Flying Casters who rain magic bullets down from above, the Lost Shrine is crawling with Shades that are far stronger than any you've faced so far.

## ❖ Maps



Lost Shrine Altar

XXIII-13  
XXIII-15  
PHOENIX  
SWORD



Shadowlord's Castle 1

## ❖ Story Progression

| #        | Note | Description                                      | Map Name              |
|----------|------|--------------------------------------------------|-----------------------|
| XXIII-01 |      | Talk to Popola                                   | Library               |
| XXIII-02 |      | Go to Lost Shrine: Rear Path (via the boat dock) | Nier's Village        |
| XXIII-03 |      | Go to Lost Shrine (via Lost Shrine: Exterior)    | Northern Plains       |
| XXIII-04 |      | Go to Lost Shrine Altar (via Lost Shrine: Roof)  | Lost Shrine: Roof     |
| XXIII-05 |      | Examine the altar, select "Yes"                  | Lost Shrine Altar     |
| XXIII-06 |      | Examine the stand with the two birds             | Shadowlord's Castle 1 |
| XXIII-07 |      | Examine the stand with the two birds             | Shadowlord's Castle 1 |
| XXIII-08 |      | Select "Because of a black disease."             | Shadowlord's Castle 1 |
| XXIII-09 |      | Select "By separating body from soul."           | Shadowlord's Castle 1 |

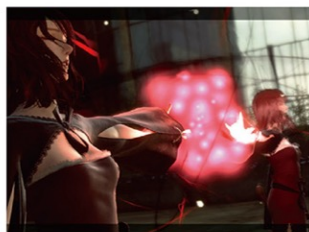
| #        | Note  | Description                                             | Map Name              |
|----------|-------|---------------------------------------------------------|-----------------------|
| XXIII-10 |       | Select "They are placed in their corresponding shells." | Shadowlord's Castle 1 |
| XXIII-11 |       | Open the door to proceed                                | Shadowlord's Castle 1 |
| XXIII-12 |       | Select "We're here to rescue Yonah."                    | Shadowlord's Castle 1 |
| XXIII-13 | BOSS  | Defeat Devola & Popola (part 1)                         | Shadowlord's Castle 1 |
| XXIII-14 | MOVIE | "Copied Power"                                          | Shadowlord's Castle 1 |
| XXIII-15 | BOSS  | Defeat Devola & Popola (part 2)                         | Shadowlord's Castle 1 |
| XXIII-16 | MOVIE | "Hidden Truths"                                         | Shadowlord's Castle 1 |
| XXIII-17 |       | Get Shadowlord's Castle Map                             | Shadowlord's Castle 1 |
| XXIII-18 |       | Open the door and proceed to Shadowlord's Castle 1      | Shadowlord's Castle 1 |

## ❖ Enemy Data

| Area                  | Enemy Name                                | Level | HP    | EXP Value | Item Drop                                                 |
|-----------------------|-------------------------------------------|-------|-------|-----------|-----------------------------------------------------------|
| Desert                | Scorpion                                  | 4     | 95    | 5         | —                                                         |
|                       | Light Shooter (Armored)                   | 20    | 576   | 150       | Otkarr (3%) / Hodul (3%)                                  |
|                       | Wolf                                      | 22    | 1210  | 200       | —                                                         |
| Northern Plains       | Flying Caster (Armored, Reflect)          | 22    | 1210  | 300       | Mahkarr (8%)                                              |
|                       | Light Brawler (Armored)                   | 20    | 720   | 230       | Tutorial: Armored Enemies (30%) / Konka (3%) / Pahal (8%) |
|                       | Light Shooter (Armored)                   | 20    | 576   | 230       | Konzarr (2%) / Ulu (17%)                                  |
|                       | Light Brawler (Armored)                   | 20    | 720   | 230       | Otesra (20%) / Hodol (5%) / Pahul (1%)                    |
|                       | Light Brawler (Cloudy)                    | 17    | 505   | 120       | Lugza (40%)                                               |
|                       | Swift Caster (Cloudy)                     | 17    | 606   | 250       | Mahka (40%) / Otkka (10%)                                 |
|                       | Light Brawler (Cloudy, Armored)           | 20    | 720   | 230       | Besil (10%) / Pahol (5%) / Besol (2%) / Gebul (1%)        |
| Lost Shrine: Exterior | Raid Caster (Cloudy)                      | 25    | 1728  | 300       | Lugzarr (3%) / Varol (5%) / Konzarken (1%)                |
|                       | Swift Swordsman (Guard, Armored, Reflect) | 25    | 2304  | 400       | Lugzarken (1%)                                            |
|                       | Raid Caster (Armored)                     | 25    | 1728  | 400       | Ulul (2%) / Varuloth (1%)                                 |
| Lost Shrine 1F-3F     | Flying Caster (Armored, Reflect)          | 24    | 1555  | 380       | Ulul (3%)                                                 |
|                       | Swift Swordsman (Guard, Armored, Reflect) | 25    | 2304  | 400       | Ashurzarr (3%)                                            |
|                       | Raid Caster (Reflect)                     | 25    | 1728  | 400       | Ashurzarken (1%) / Ulil (5%)                              |
| Lost Shrine: Roof     | Heavy Intercept Shooter                   | 25    | 14400 | 1500      | Ashurza (14%) / Mahza (14%)                               |
|                       | Swift Swordsman (Guard, Armored, Reflect) | 25    | 2304  | 400       | Mahzarken (1%)                                            |
|                       | Swift Caster (Armored)                    | 25    | 1728  | 400       | Solzarken (1%)                                            |

## TIPS AND STRATEGIES

## VS Devola and Popola



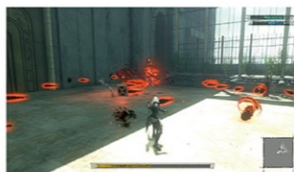
| STATS                  |             |
|------------------------|-------------|
| HP                     | 50000/50000 |
| Power                  | 1800/1800   |
| Magic Power            | 180         |
| Magic Defense          | —           |
| Guard Break            | 60/60       |
| Guard Break Durability | —           |
| EXP Value              | —           |

## ATTACKS

| Name           | Description                                               |
|----------------|-----------------------------------------------------------|
| Melee Combo    | A four-hit staff attack combo that generates shockwaves.  |
| Synchro Combo  | Devola and Popola simultaneously lunge with their staves. |
| Grimoire Magic | An attack using Dark Blast, Dark Lance, or Dark Hand.     |

## XXIII-13 TO 15 Get the Jump by Striking After a Warp

Devola and Popola warp before attacking, but can only warp to the center of the room or the middle of its four sides. Scan those spots, and rush in to attack when a twin appears. (However, you'll get knocked away if it's immediately after a warp.) In the second phase, they'll attack with Grimoire Weiss's magic. Block Dark Blast and Dark Lances, then retaliate. Once Devola begins to continuously cast Dark Hand, run around to dodge while chasing after Popola.



At around 70% HP, Devola will begin using Dark Hand while moving, but Popola will continue the warp-and-attack pattern.

RADIO WINDOW: 17-A

Weiss: "That man simply hops from one woman to the next, does he not?"

Emil: "He's been cheating this whole time? That's just terrible!"

Weiss: "Doubtless he will end up suffering at the hands of one of his paramours sooner or later."

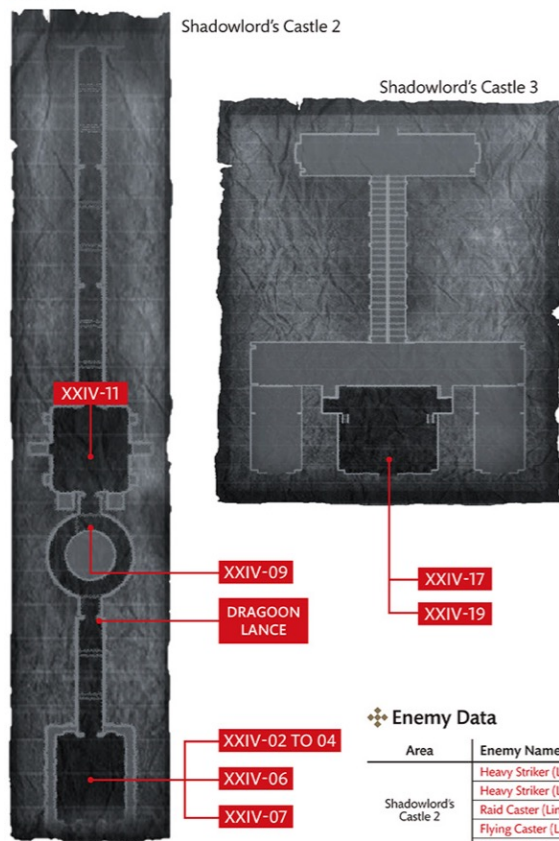
## XXIV Last Words

Gestalts, replicants, androids... The hidden truths of NieR's world are as bitter as they are surprising.



After besting Devola and Popola in the garden, you'll enter the Shadowlord's Castle. Inside the castle, you'll advance from room to room and often won't be able to backtrack. In this chapter, you'll face constant harrying from the mighty Goose, a rematch with Devola and Popola, and Emil's parting.

### Maps

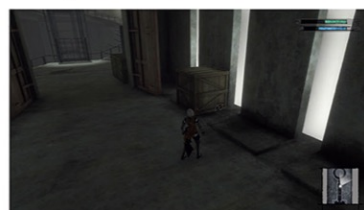


### Enemy Data

| Area                  | Enemy Name                                       | Level | HP   | EXP Value | Item Drop                                    |
|-----------------------|--------------------------------------------------|-------|------|-----------|----------------------------------------------|
| Shadowlord's Castle 2 | Heavy Striker (Limited, Guard, Armored)          | 25    | 2304 | 600       | Hoduloth (1%) / Ululoth (1%) / Otzarken (1%) |
|                       | Heavy Striker (Limited, Guard, Armored, Reflect) | 25    | 2304 | 600       | Hoduloth (1%) / Ululoth (1%) / Otzarken (1%) |
|                       | Raid Caster (Limited, Armored)                   | 25    | 1728 | 600       | Hoduloth (1%) / Ululoth (1%) / Otzarken (1%) |
|                       | Flying Caster (Limited)                          | 25    | 1728 | 600       | Hoduloth (1%) / Ululoth (1%) / Otzarken (1%) |
|                       | Sphere (Limited)                                 | 27    | 806  | 0         | —                                            |
|                       |                                                  |       |      |           |                                              |

### Story Progression

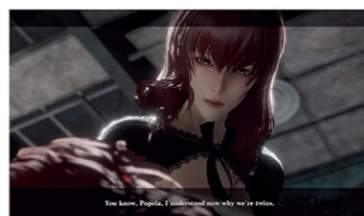
| #       | Note  | Description                                               | Map Name              |
|---------|-------|-----------------------------------------------------------|-----------------------|
| XXIV-01 | MOVIE | "Ballroom Dancing"                                        | Shadowlord's Castle 2 |
| XXIV-02 |       | Defeat Heavy Striker, Raid Caster, and Flying Caster foes | Shadowlord's Castle 2 |
| XXIV-03 | MOVIE | "Forced Entry"                                            | Shadowlord's Castle 2 |
| XXIV-04 |       | Examine Kainé's body                                      | Shadowlord's Castle 2 |
| XXIV-05 | MOVIE | "A Conglomerate of Shades"                                | Shadowlord's Castle 2 |
| XXIV-06 | BOSS  | Defeat Goose                                              | Shadowlord's Castle 2 |
| XXIV-07 | BOSS  | Defeat Armored Goose (part 1)                             | Shadowlord's Castle 2 |
| XXIV-08 |       | Go through the door                                       | Shadowlord's Castle 2 |
| XXIV-09 |       | Ascend the stairs while avoiding Armored Goose            | Shadowlord's Castle 2 |
| XXIV-10 |       | Go to Kainé and Emil                                      | Shadowlord's Castle 2 |
| XXIV-11 | BOSS  | Defeat Armored Goose (part 2)                             | Shadowlord's Castle 2 |
| XXIV-12 | MOVIE | "Reinforcements from Facade"                              | Shadowlord's Castle 2 |
| XXIV-13 |       | Go through the door                                       | Shadowlord's Castle 2 |
| XXIV-14 | MOVIE | "The Masked People's Pride"                               | Shadowlord's Castle 2 |
| XXIV-15 |       | Get Project Gestalt documents                             | Shadowlord's Castle 3 |
| XXIV-16 | MOVIE | "What We're Fighting For"                                 | Shadowlord's Castle 3 |
| XXIV-17 | BOSS  | Defeat Devola & Popola (part 3)                           | Shadowlord's Castle 3 |
| XXIV-18 | MOVIE | "Popola Enraged"                                          | Shadowlord's Castle 3 |
| XXIV-19 | BOSS  | Defeat Popola                                             | Shadowlord's Castle 3 |
| XXIV-20 | MOVIE | "Popola Goes Berserk"                                     | Shadowlord's Castle 3 |



Right after leaving the ballroom, grab the Dragoon Lance spear from a crate. There's no going back, so you won't be able to upgrade it until your next playthrough.



Before you fight, Devola and Popola speak openly about Project Gestalt and the role they play, providing a glimpse into the deeper secrets of NieR's world.



Devola and Popola are soulless androids built to restore the Gestalts and Replicants to their former human selves.

## TIPS AND STRATEGIES

### XXIV-02 TO 04 Leave the Flying Casters for Last

Group by group, the ballroom dancers become Shades and attack. The transition begins from the dancers in the far left corner, so make your way there and brace for battle. The Raid Casters can heal the Heavy Casters, so prioritize slaying them. The final three groups each include a Flying Caster, which fly around the room spraying bullets and protecting themselves with reflectors. Clear out the more dangerous Heavy Strikers first, then take out the Flying Casters with Dark Lances. Once the spheres appear, wait a moment, then examine Kainé to proceed.



Flying Casters will answer your magic attacks with reflectors, so battle them with reflector-piercing Dark Lances from afar.

RADIO WINDOW: 17-B

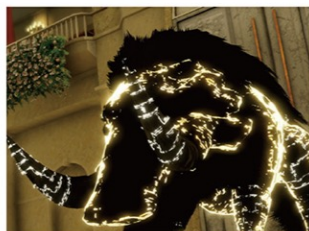
Nier: "I don't think he means any harm—this kind of thing just happens with attractive guys."  
Emil: "That's awful! What if a man did that to you, Kainé?"



## STORY WALKTHROUGH

## TIPS AND STRATEGIES

## VS Goose/Armored Goose



| STATS                  |             |
|------------------------|-------------|
| HP                     | 43000/28000 |
| Power                  | 4000/4000   |
| Magic Power            | 340/340     |
| Magic Defense          | —           |
| Guard Break            | 60/60       |
| Guard Break Durability | —           |
| EXP Value              | 25000/0     |

## ATTACKS

| Name        | Description                                                                 |
|-------------|-----------------------------------------------------------------------------|
| Stomp       | A stomp with front legs performed while changing direction.                 |
| Charge      | A high-speed charge. Can change direction mid-charge.                       |
| Squash      | Jumps straight up and generates expanding circular shockwaves upon landing. |
| Poison Mist | Sprays poison mist from body, scattering it across the room.                |

## XXIV-06 Maneuver to Stay Behind Goose

Goose's Charge attacks cannot be blocked and even rolling out of their way is difficult. The best way to protect yourself is to constantly chase its back so you never have to be in front of it. (However, don't follow Goose too closely, or you'll get caught by its Stomp attacks.) When Goose charges into a wall, it's momentarily stunned, so move in to strike. Goose bending over is the signal that it's about to do a Squash, so prepare to jump.

## XXIV-07 Repeat the Same Tactics vs. Armored Goose

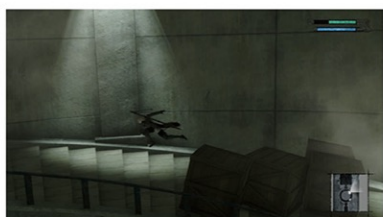
Armored Goose is clad in heavy armor that exposes little of its body, making it difficult to damage. However, it still uses largely the same attack patterns, so the above strategies will remain effective. When it hits 0 HP, it will begin spraying Poison Mist. All you can do is endure until Kainé opens the door.



At 0 HP, Armored Goose will spray poison and revive itself. The poison will steadily damage you, but Kainé will soon give you a way out.

## XXIV-09 Ignore the Boxes and Run on the Inner Track

When you reach the first landing on the spiral staircase, Armored Goose will charge up the stairs after you. It's game over if it catches you, so dash-run along the inside track to stay ahead of it. Jump over the boxes; they may contain Medicinal Herbs or Health Salves, but aren't worth dying over.



It's much faster to double-jump over the boxes in your way than break them, but at one point they're piled two high, and you will have to break those.

## VS Devola and Popola



| STATS                  |             |
|------------------------|-------------|
| HP                     | 48000/48000 |
| Power                  | 2500/2500   |
| Magic Power            | 250/250     |
| Magic Defense          | —           |
| Guard Break            | 60/60       |
| Guard Break Durability | —           |
| EXP Value              | 0/25000     |

## ATTACKS

| Name            | Description                                                                                                                |
|-----------------|----------------------------------------------------------------------------------------------------------------------------|
| Combat Combo    | A four-hit staff attack combos that generates shockwaves.                                                                  |
| Synchro Combo   | Devola and Popola simultaneously lunge with their staves.                                                                  |
| Grimoire Magic  | An attack using Dark Blast, Dark Lance, or Dark Hand.                                                                      |
| Support Bullets | Fires bullets from stage creating a bullet barrier around one twin.                                                        |
| Bullet Session  | Both twins fire huge magic bullets from stage. The bullets explode into numerous smaller bullets when they hit the ground. |
| Bullet Wave     | Scatters numerous magic bullets in all directions.                                                                         |

## XXIV-17 Keep Your Distance from Support Bullets

In the final battle against Devola & Popola, one twin will attack while the other supports her from the stage. The one onstage (who you can't damage) will fire support bullets towards her twin, which will act as a protective shield of sorts. Make sure you never position yourself between them, or you'll be caught in the stream of bullets. The twins will switch positions when the one on the floor hits 30% of her HP.



The support bullets swirl around the attacking twin to protect her. When a lot have built up, use a close-range attack combo to clear them out.

## XXIV-19 Combo Attack Popola Without Fear

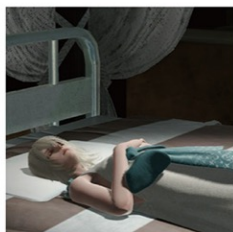
When Popola is alone on the battlefield, she'll begin warping around firing huge barrages of bullets. If you want to fight safely, protect yourself with Dark Walls and attack with Dark Lances, but there are a lot of bullets and Popola is hard to hit. Wait until she warps, then immediately lock on and unload.



With the long reach of a spear or two-handed sword, you can cancel bullets from behind a Dark Wall to rapidly recharge your MP.

# XXV Nier and Yonah

Grimoire Weiss and Grimoire Noir. The Shadowlord and Nier. Destroy everything for the sake of the one you love.



At last, we've reached the climax of our tale. In the depths of the Shadowlord's Castle, you'll finally face the Shadowlord. Use the recovery and boosting items you've saved up and go for broke! However, if this is your third playthrough and you meet the conditions, a battle with Berserk Kainé will come next.

## Map



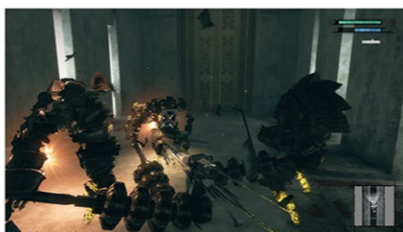
XXIV-06  
XXIV-07  
XXIV-09  
XXIV-11

Shadowlord's Castle 4

## Story Progression

| #      | Note  | Description                                                                      | Map Name              |
|--------|-------|----------------------------------------------------------------------------------|-----------------------|
| XXV-01 | MOVIE | "The Shadowlord and Yonah"                                                       | Shadowlord's Castle 4 |
| XXV-02 | MOVIE | "Kainé's Anger"                                                                  | Shadowlord's Castle 4 |
| XXV-03 |       | Defeat Heavy Striker and Swarm Swordsman foes                                    | Shadowlord's Castle 4 |
| XXV-04 |       | Defeat Heavy Striker and Swarm Swordsman foes                                    | Shadowlord's Castle 4 |
| XXV-05 | MOVIE | "The Shadowlord Stands Before Them"                                              | Shadowlord's Castle 4 |
| XXV-06 | BOSS  | Defeat Grimoire Noir                                                             | Shadowlord's Castle 4 |
| XXV-07 | BOSS  | Defeat the Shadowlord (part 1)                                                   | Shadowlord's Castle 4 |
| XXV-08 | MOVIE | "Another Yonah"                                                                  | Shadowlord's Castle 4 |
| XXV-09 | BOSS  | Defeat the Shadowlord (part 2)                                                   | Shadowlord's Castle 4 |
| XXV-10 | MOVIE | "Grimoire Weiss Slumbers"                                                        | Shadowlord's Castle 4 |
| XXV-11 | BOSS  | Defeat the Shadowlord (part 3)                                                   | Shadowlord's Castle 4 |
| XXV-12 |       | Talk to Kainé                                                                    | Shadowlord's Castle 4 |
| XXV-13 |       | Enter Nier's name                                                                | Shadowlord's Castle 4 |
| XXV-14 | MOVIE | "Yonah's Awakening"                                                              | Shadowlord's Castle 4 |
| XXV-15 |       | Watch the ending                                                                 | Shadowlord's Castle 4 |
|        |       | First playthrough: Ending A                                                      |                       |
|        |       | Second playthrough: Ending B                                                     |                       |
|        |       | Third+ playthrough, with all 33 weapons* acquired: Continue to XXV-16 (page 137) |                       |

\*Not counting weapons from the "4 YoRHa" DLC



The path from here is a straight shot. It's full of Shades, but they won't be much trouble at this point.



The Shadowlord's beautiful bullet storms fill the screen. Prepare for the fiercest fight yet.



At XXIV-13, you must enter the protagonist name you chose at the start of the game to proceed.



What fates await Nier, Yonah, and Kainé? The story of pact and payment unfolds regardless of their wishes.

## Enemy Data

| Area                  | Enemy Name                              | Level | HP   | EXP Value | Item Drop     |
|-----------------------|-----------------------------------------|-------|------|-----------|---------------|
| Shadowlord's Castle 3 | Heavy Striker (Limited, Guard, Armored) | 25    | 2800 | 600       | Besuloth (3%) |
|                       | Swarm Swordsman (Limited, Armored)      | 17    | 505  | 180       | Pahuloth (1%) |

## TIPS AND STRATEGIES

### VS Grimoire Noir



| STATS                  |       |
|------------------------|-------|
| HP                     | 25000 |
| Power                  | 4700  |
| Magic Power            | 20    |
| Magic Defense          | —     |
| Guard Break            | 60    |
| Guard Break Durability | —     |
| EXP Value              | 20000 |

### ATTACKS

| Name              | Description                                                                                                                                                   |
|-------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Page Spear        | Arranges four pages into a spear and launches it directly forward.                                                                                            |
| Reflecting Charge | Rapidly spins a protective wall of pages and lunges forward at high speeds, leaving pages that fire magic bullets in its wake. Ricochets off walls on impact. |

### XXV-06 Evade Noir's Charges in the Right Direction

Grimoire Noir will begin the fight attacking with Page Spears. You can dodge to the sides, but you can also dash forward for an immediate counterattack. Next, Noir will attack with its Reflecting Charge, which can bounce off walls like a billiard ball, forcing you to calculate which way it will go and evade accordingly. After dodging, immediately use a Dark Whirlwind (charged to the second stage) to protect yourself from bullets as you rush in for a combo attack.



Once you clear away the barrier, you can dish out real damage. Be ready to strike with a powerful spell and weapon combo.

RADIO WINDOW: 18-A

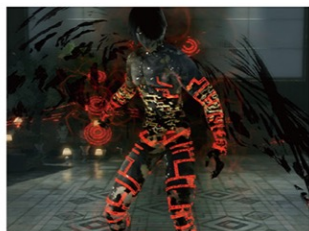
Nier: "I'm gonna give it my all this time."  
Weiss: "Have you been holding back?"  
Nier: "No! I always give it my all!"



## STORY WALKTHROUGH

## TIPS AND STRATEGIES

## VS The Shadowlord



| STATS                  |       |
|------------------------|-------|
| HP                     | 70000 |
| Power                  | 2000  |
| Magic Power            | 317   |
| Magic Defense          | —     |
| Guard Break            | 60    |
| Guard Break Durability | 400   |
| EXP Value              | 50000 |

## ATTACKS

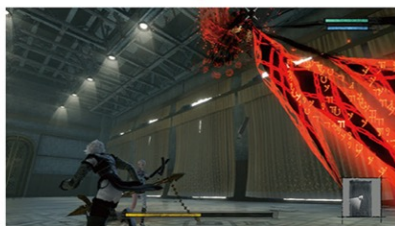
| Name                | Description                                                                                                                                                    |
|---------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Combo Attack        | Uses an attack identical to Nier's one-handed sword combo attack.                                                                                              |
| Charging Attack     | Uses an attack identical to Nier's one-handed sword charged attack.                                                                                            |
| Helm Splitter       | Swings sword down after a long jump.                                                                                                                           |
| Dark Lance A        | Fires a vertical line of Dark Lances forward.                                                                                                                  |
| Dark Lance B        | Fires a line of Dark Lances horizontally, then vertically.                                                                                                     |
| Dark Execution      | Attacks forward with five rows of Dark Execution spears.                                                                                                       |
| Spin Attack         | Conceals self underground, then moves rapidly towards player. Rises out of ground with spin attack, uses Dark Lance A in midair, and lands with Helm Splitter. |
| Gliding Thrust      | Gathers power in midair, then performs a gliding sword thrust attack.                                                                                          |
| Gliding Bullets     | From midair, fires horizontal lines of magic bullets down. When they hit the ground, they advance forward along it as horizontal rows of magic pillars.        |
| Magic Spin Attack   | Fires bullets throughout surrounding area as he rises up from the ground. When they hit the ground, they advance forward as magic pillars.                     |
| Indiscriminate Fire | Fires waves of magic bullets in a different pattern for each stage of the fight.                                                                               |

## XXV-07 Maintain a Safe Defensive Distance

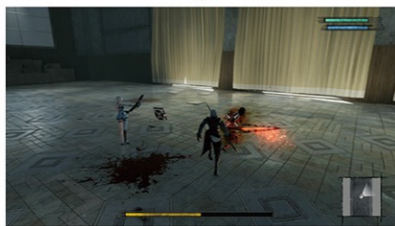
If you're too far, you'll have to contend with the Shadowlord's hard-to-dodge Dark Lance B, and if you're too close he'll hit you with his unblockable Charge Attack, so maintain a medium distance away. When he moves in, aim for a big retaliatory attack after blocking the last hit of a combo or his burrowing Spin Attack.



When he goes underground, you know a Spin Attack will follow. When his shadow is beneath Nier, evade away and his rising strike will miss. Lock on and hit back!



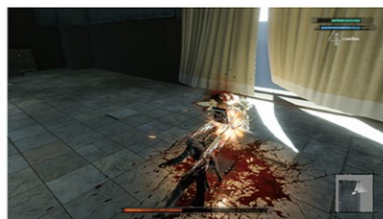
The Shadowlord chains midair Dark Lances into a Helm Splitter. Keep moving sideways to stay ahead of his attacks.



When the Helm Splitter misses, you'll have a big opening to retaliate. Move in for a weapon combo.

## XXV-09 Wait for a Safe Opening After a Combo Attack

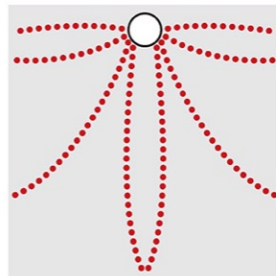
It's difficult to land attacks on the Shadowlord when he's in the air, so it's safest to focus on evading until the Shadowlord lands. Run sideways to avoid the Gliding Bullets; try not to evade or you'll have more trouble dealing with the magic pillars when they hit the ground. After Gliding Bullets and a Gliding Thrust, the Shadowlord usually lands and strikes with Combo Attacks, behaving as he did in the first phase. As before, exploit the openings after a Spin Attack to retaliate. An event scene will trigger when he's down to 10% HP.



The Shadowlord is impervious to damage as he flexes his new wings at the beginning of the battle. Wait until after he takes to the air to strike.

## XXV-11 Alternate Attacks to Clear the Bullet Waves

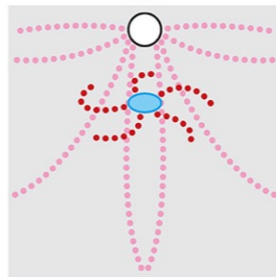
In this stage, the Shadowlord has an untimed attack gauge, and holds his ground blasting you with Indiscriminate Fire. Evading all the bullets is nearly impossible, but by alternating between combo attacks and heavy attack combos you can clear them away while proceeding forward. After landing any attack, you'll be sent back to your initial position, but repeating this strategy will defeat him.



## ◆ INDISCRIMINATE FIRE A

Used until you land an attack

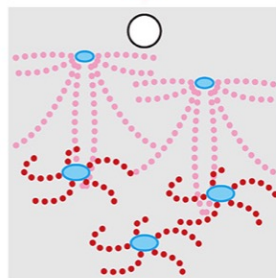
In the first phase of Indiscriminate Fire, horizontal lines of bullets to either side of the Shadowlord fire four streams of bullets that slowly pursue you as they converge in the middle.



## ◆ INDISCRIMINATE FIRE B

Used for first 2/3 of attack gauge

As soon as you hit the attack gauge, the pattern of fire changes. A magic bullet is added that fires streams of magic bullets in a spiral pattern. This bullet pursues you quickly, flying straight at Nier from the center of the room.



## ◆ INDISCRIMINATE FIRE C

Used for last 1/3 of attack gauge

After striking the attack gauge twice, the Shadowlord uses his final pattern, spawning the spiral-firing magic bullets to the center, then left, then right. At the same time, he fires bullets that spray in the Indiscriminate Fire A pattern at Nier, filling the room with bullets.

RADIO WINDOW: 18-B

Weiss: "Shh! You're scaring them away!"  
Nier: "Gah..."



## What's Lost, What's Gained, and What Do You Desire? This Time, the Choice Is Yours.



If you've collected all 33 weapons\* and are on at least your third playthrough, this chapter will continue at point XXV-16 after the Shadowlord's defeat. That means you'll be facing one final battle against Berserk Kainé, now fully consumed by Tyrann. Win, and you'll have your choice of two new endings.

\*Not counting weapons from the "4 YoRHa" DLC

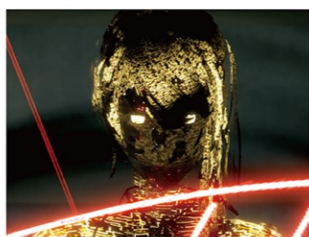
## Story Progression

| #      | Note  | Description                                                               | Map Name              |
|--------|-------|---------------------------------------------------------------------------|-----------------------|
| XXV-16 | MOVIE | "Corrosion"                                                               | Shadowlord's Castle 4 |
| XXV-17 |       | Talk to Kainé                                                             | Shadowlord's Castle 4 |
| XXV-18 | MOVIE | "Berserk"                                                                 | Shadowlord's Castle 4 |
| XXV-19 | BOSS  | Defeat Berserk Kainé                                                      | Shadowlord's Castle 4 |
| XXV-20 | MOVIE | "A Choice of Lives"                                                       | Shadowlord's Castle 4 |
|        |       | Talk to Kainé                                                             | Shadowlord's Castle 4 |
| XXV-21 |       | Select "End Kainé's life and free her from her burden": Ending C          |                       |
|        |       | Select "Sacrifice your own existence to make Kainé human again": Ending D |                       |

If you choose Ending D, you'll be warned that all your saved files will be deleted. Select "Yes" every time and enter your protagonist's name to see it. All your data will in fact be lost and you won't be able to select the same name again. If you select "No," you'll get Ending C instead.

## TIPS AND STRATEGIES

### VS Berserk Kainé (Final)



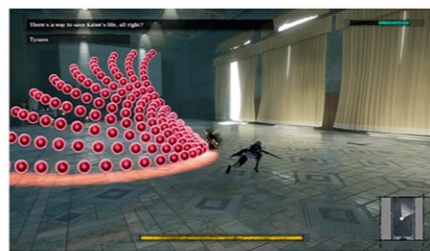
| STATS                  |        |
|------------------------|--------|
| HP                     | 160000 |
| Power                  | 11000  |
| Magic Power            | 2000   |
| Magic Defense          | —      |
| Guard Break            | 110    |
| Guard Break Durability | 50     |
| EXP Value              | —      |

### ATTACKS

| Name              | Description                                                                                                                                         |
|-------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------|
| Bullet Waves+     | Crouches on all fours and fires a steady barrage of magic bullets to both sides.                                                                    |
| Slash Combo+      | A cancelable 6-hit jumping attack performed while slashing to the left and right.                                                                   |
| Leaping Swing     | Jumps from all fours to attack with swords.                                                                                                         |
| Kick              | A three-hit kick combo while balancing on other foot.                                                                                               |
| Charging Thrust   | A charge performed while thrusting with swords.                                                                                                     |
| Quick Bullets+    | A forward roll that releases rapid shockwaves. Ends with Kainé on all fours.                                                                        |
| Spiral Bullets    | Fires numerous bullets from top of dome.                                                                                                            |
| Quad Bullet Waves | Crouches on all fours then fires waves of bullets in the following order: Wave to left → Wave to right → Wide forward area → Vertically descending. |

### XXV-19 Keep an Eye on Your HP and Brace for a Fight

As in the final Shadowlord battle, you'll have to fight Kainé without access to magic. In the opening stages, while Kainé and Tyrann are talking, Kainé is completely impervious to damage. As soon as the conversation ends, the waves of bullets will begin. At this stage, you can only reduce Kainé's HP to 80%, so buy time by cutting through bullets until she snaps out of it. After the Bullet Waves+, you'll be able to damage her again. Run around dodging, and when she comes close use jumping heavy attacks or mid-evasion heavy attacks to knock her down, then dish out follow-up combos.



After using a Leaping Swing or Quad Bullets, Kainé may act tired and cease moving for a moment. Don't miss the opening to attack!

### CHECK!

### A Glimpse at the Lives of the Gestalts on Your Second Playthrough

On your second playthrough of the game, you'll be able to hear the dialogue of Tyrann (the Shade possessing Kainé) and view event scenes showing the lives of the bosses you face. Below, we've run down the various Shade subplots that are added to the game. But if you'd prefer to experience them fresh for the first time, don't spoil them for yourself!



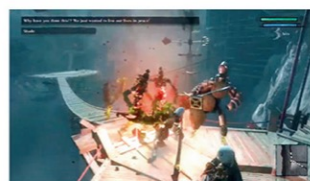
#### Blu-Bird

Gretel lapses into depression after losing Hansel and Weiss. It looks down on the Shades who try to cheer it up, but soon opens its heart to them.



#### Robot Guardian

After Kalil's mother is killed by humans, he finds a friend in P-33, who'd also been abandoned. P-33 resolves to protect Kalil from humanity.



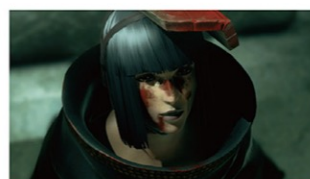
#### A Village No More

The villagers in The Aerie who coexist with Shades want to avoid any unnecessary strife. They're terrified that Nier will disrupt their peaceful lives.



#### The Desert Wolves

The wolves were culled so they wouldn't disrupt the wedding. After Roc falls while trying to avenge them, he recalls his former life as a pet dog.



#### Last Words

The King is the last survivor of the Masked People battling Armored Goose. He puts all he has left into a final killing blow, then dies himself.

### RADIO WINDOW: 19-A

Weiss: "I wonder if these people use the same mask for life."

Nier: "Beats me. Maybe they wash 'em?"

Kainé: "Still more hygienic than a bundle of paper stuck in the same shitty cover for life."



# 15 NIGHTMARES

The 15 Nightmares content can be played by checking the glowing point at a shelf in Nier's house when using a saved file in which you've beaten the game at least once. You'll begin at a white void that serves as a stage select, with doors that will take you directly to stages 1 (left), 6 (center), or 11 (right). The nearest door will take you back to Nier's house. You'll return to the void after clearing one of these sequences of five stages. Clearing stages will earn you exclusive weapons and costumes, some of which are necessary to view Ending D.

## 15 Nightmares Key Points

- Accessible from the glowing point at a shelf in Nier's house (1F) on subsequent playthroughs.
- Weapons earned here count towards the "all weapons" requirement to access Ending D.

## 15 Nightmares Stages

| Left Door                      | Center Door                    | Right Door               |
|--------------------------------|--------------------------------|--------------------------|
| Stage 01 Shadowlord's Castle 1 | Stage 06 Barren Temple 2       | Stage 11 Seafloor        |
| Stage 02 Southern Plains       | Stage 07 Junk Heap 1           | Stage 12 Manor 1         |
| Stage 03 Nier's Village        | Stage 08 Junk Heap 2           | Stage 13 Manor 2         |
| Stage 04 Lost Shrine           | Stage 09 Shadowlord's Castle 2 | Stage 14 Barren Temple 3 |
| Stage 05 Barren Temple 1       | Stage 10 Facade                | Stage 15 Barren Temple 4 |



New costumes like "Kabuki" and "Samurai" can make subsequent playthroughs feel fresh again.

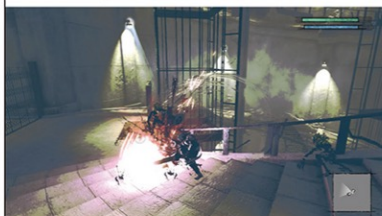
## 15 Nightmares Summary

- Nier looks different, but retains the stats and equipment he had when he entered.
- Death will not result in game over and you will retain the items you had at death.
- Clearing all 15 stages will unlock a bonus quest. The quest client is a villager in the Northern Plains.



In the bonus quest, you ride a boar through the Northern Plains knocking down sheep within a time limit. These don't count for the Sheep Whisperer trophy/achievement.

### STAGE 01 Shadowlord's Castle 1



**REWARDS** 3x Medicinal Herbs

| ENEMIES | Name                | Lvl. | HP   | Item Drop |
|---------|---------------------|------|------|-----------|
|         | Swarm Swordsman     | 20   | 1008 | —         |
|         | Light Shooter       | 20   | 576  | —         |
|         | Ultraheavy Hammerer | 20   | 7000 | —         |
|         | Bat                 | 20   | 1    | —         |
|         | —                   | —    | —    | —         |
|         | —                   | —    | —    | —         |
|         | —                   | —    | —    | —         |
|         | —                   | —    | —    | —         |

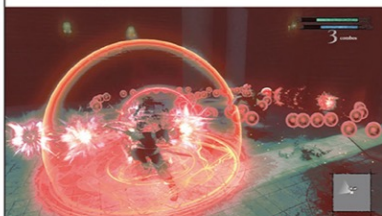
### STAGE 02 Southern Plains



**REWARDS** 3x Medicinal Herbs

| ENEMIES | Name                | Lvl. | HP   | Item Drop |
|---------|---------------------|------|------|-----------|
|         | Swarm Swordsman     | 20   | 1152 | —         |
|         | Light Shooter       | 20   | 1152 | —         |
|         | Ultraheavy Hammerer | 20   | 576  | —         |
|         | —                   | —    | —    | —         |
|         | —                   | —    | —    | —         |
|         | —                   | —    | —    | —         |
|         | —                   | —    | —    | —         |
|         | —                   | —    | —    | —         |

### STAGE 03 Nier's Village



**REWARDS** "Fool's Embrace" One-Handed Sword  
3x Medicinal Herbs

| ENEMIES | Name                      | Lvl. | HP | Item Drop |
|---------|---------------------------|------|----|-----------|
|         | Swarm Swordsman (Reflect) | 20   | 1  | —         |
|         | Light Shooter             | 20   | 1  | —         |
|         | Light Caster              | 20   | 1  | —         |
|         | Light Brawler (Reflect)   | 20   | 1  | —         |
|         | —                         | —    | —  | —         |
|         | —                         | —    | —  | —         |
|         | —                         | —    | —  | —         |
|         | —                         | —    | —  | —         |

### STAGE 04 Lost Shrine



**REWARDS** 3x Medicinal Herbs

| ENEMIES | Name                           | Lvl. | HP   | Item Drop |
|---------|--------------------------------|------|------|-----------|
|         | Swarm Swordsman                | 20   | 720  | —         |
|         | Light Shooter                  | 20   | 576  | —         |
|         | Light Caster                   | 20   | 576  | —         |
|         | Light Brawler                  | 20   | 720  | —         |
|         | Ultraheavy Swordsman (Armored) | 20   | 5000 | —         |
|         | —                              | —    | —    | —         |
|         | —                              | —    | —    | —         |
|         | —                              | —    | —    | —         |

### STAGE 05 Barren Temple 1



**REWARDS** "Kabuki" Outfit  
3x Medicinal Herbs  
1000 EXP

| ENEMIES | Name                      | Lvl. | HP   | Item Drop             |
|---------|---------------------------|------|------|-----------------------|
|         | Swarm Swordsman (Armored) | 20   | 1152 | Medicinal Herb (100%) |
|         | Swift Caster (Armored)    | 20   | 864  | —                     |
|         | Light Shooter (Armored)   | 20   | 576  | —                     |
|         | Light Caster (Armored)    | 20   | 576  | —                     |
|         | Ultraheavy Raider         | 20   | 9200 | —                     |
|         | —                         | —    | —    | —                     |
|         | —                         | —    | —    | —                     |
|         | —                         | —    | —    | —                     |

### STAGE 06 Barren Temple 2



**REWARDS** 5x Medicinal Herbs

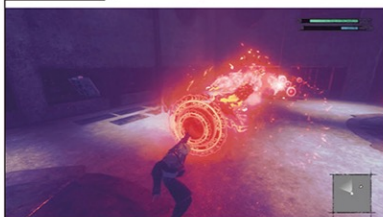
| ENEMIES | Name                 | Lvl. | HP    | Item Drop |
|---------|----------------------|------|-------|-----------|
|         | Ultraheavy Swordsman | 20   | 10000 | —         |
|         | —                    | —    | —     | —         |
|         | —                    | —    | —     | —         |
|         | —                    | —    | —     | —         |
|         | —                    | —    | —     | —         |
|         | —                    | —    | —     | —         |
|         | —                    | —    | —     | —         |
|         | —                    | —    | —     | —         |

RADIO WINDOW: 19-B

Weiss: "There is nothing more filthy than your underwear, hussy!"

Kaine: "What, this? I don't wear the same one all the time. I have a different set for every day of the week."

## STAGE 07 Junk Heap 1



**REWARDS** 5x Medicinal Herbs

| ENEMIES | Name                   | Lvl. | HP   | Item Drop |
|---------|------------------------|------|------|-----------|
|         | Swift Caster           | 25   | 1728 | —         |
|         | Swift Caster (Armored) | 25   | 1728 | —         |
|         | Light Shooter          | 25   | 1152 | —         |
|         | —                      | —    | —    | —         |
|         | —                      | —    | —    | —         |

**NOTE** Titanium Alloy also available from three wooden crates on this stage (100% chance)

## STAGE 10 Facade

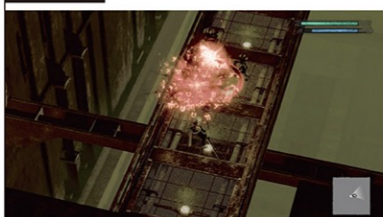


**REWARDS** "Samurai" outfit, 4000 EXP, 1000-10000 Gold, and one of the following based on defeated enemy count: Nothing, 3x-10x Medicinal Herb, 5x-10x Health Salve, 2x-5x Recovery Potion

| ENEMIES | Name                     | Lvl. | HP  | Item Drop |
|---------|--------------------------|------|-----|-----------|
|         | Swift Caster             | 1    | 1   | —         |
|         | Heavy Striker (Armored)* | 1    | 5   | —         |
|         | Light Brawler            | 1    | 1   | —         |
|         | Bat                      | 1    | 1   | —         |
|         | Boar                     | 1    | 100 | —         |

**NOTE** \*Weapon Defense and Magic Defense are both 10000

## STAGE 13 Manor 2

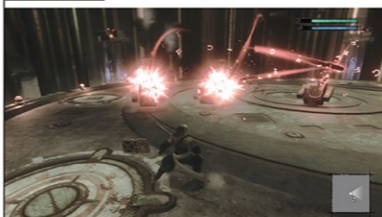


**REWARDS** "Fool's Accord" Spear  
5x Health Salve

| ENEMIES | Name                        | Lvl. | HP    | Item Drop            |
|---------|-----------------------------|------|-------|----------------------|
|         | Heavy Megastriker (Armored) | 32   | 23000 | Health Salve (100%)  |
|         | Swarm Swordsman             | 32   | 2800  | Medicinal Herb (50%) |
|         | Light Shooter               | 32   | 2500  | Medicinal Herb (50%) |
|         | Light Brawler               | 32   | 2800  | Medicinal Herb (50%) |

**NOTE** Boxes here offer high odds of acquiring materials, such as Rusted Clumps, Pyrite, Moldavite, Meteorite, Amber, and Fluorite. Boxes in the final area offer a chance to acquire Damascus Steel and Eagle Eggs.

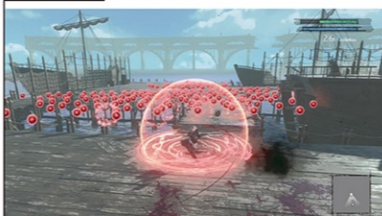
## STAGE 08 Junk Heap 2



**REWARDS** "Fool's Lament" Two-Handed Sword  
5x Medicinal Herbs

| ENEMIES | Name  | Lvl. | HP   | Item Drop |
|---------|-------|------|------|-----------|
|         | SG-10 | 25   | 2341 | —         |
|         | SF-11 | 25   | 1561 | —         |
|         | —     | —    | —    | —         |
|         | —     | —    | —    | —         |
|         | —     | —    | —    | —         |
|         | —     | —    | —    | —         |
|         | —     | —    | —    | —         |
|         | —     | —    | —    | —         |

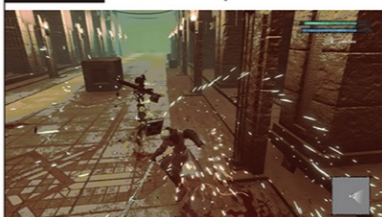
## STAGE 11 Seafront



**REWARDS** 3x Health Salve

| ENEMIES | Name                        | Lvl. | HP    | Item Drop |
|---------|-----------------------------|------|-------|-----------|
|         | Swift Caster (Armored)      | 28   | 3100  | —         |
|         | Light Shooter (Armored)     | 28   | 2200  | —         |
|         | Light Brawler (Armored)     | 28   | 2600  | —         |
|         | Ultraheavy Raider (Armored) | 29   | 24000 | —         |
|         | —                           | —    | —     | —         |
|         | —                           | —    | —     | —         |
|         | —                           | —    | —     | —         |
|         | —                           | —    | —     | —         |

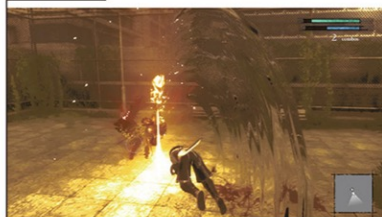
## STAGE 14 Barren Temple 3



**REWARDS** 3x Recovery Potion

| ENEMIES | Name                          | Lvl. | HP    | Item Drop |
|---------|-------------------------------|------|-------|-----------|
|         | Swift Swordsman (Armored)     | 31   | 5800  | —         |
|         | Swift Caster (Armored)        | 31   | 4300  | —         |
|         | Heavy Megastriker (Armored)   | 32   | 30000 | —         |
|         | Ultraheavy Hammerer (Armored) | 32   | 28000 | —         |
|         | —                             | —    | —     | —         |
|         | —                             | —    | —     | —         |
|         | —                             | —    | —     | —         |
|         | —                             | —    | —     | —         |

## STAGE 09 Shadowlord's Castle 2



**REWARDS** 5x Medicinal Herbs

| ENEMIES | Name                          | Lvl. | HP    | Item Drop |
|---------|-------------------------------|------|-------|-----------|
|         | Heavy Striker (Armored)*      | 25   | 5000  | —         |
|         | Heavy Megastriker (Armored)** | 25   | 25000 | —         |
|         | —                             | —    | —     | —         |
|         | —                             | —    | —     | —         |
|         | —                             | —    | —     | —         |

**NOTE** \*Armor Durability: 10000  
\*\*Armor Durability: 20000, Drain MP: 50

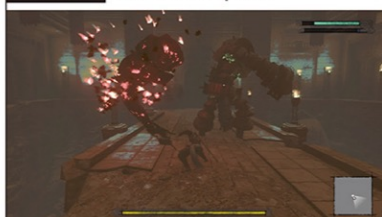
## STAGE 12 Manor 1



**REWARDS** 3x Health Salve

| ENEMIES | Name                      | Lvl. | HP    | Item Drop             |
|---------|---------------------------|------|-------|-----------------------|
|         | Swarm Swordsman (Armored) | 26   | 2500  | Medicinal Herb (100%) |
|         | Boar                      | 29   | 60000 | —                     |
|         | —                         | —    | —     | —                     |
|         | —                         | —    | —     | —                     |
|         | —                         | —    | —     | —                     |
|         | —                         | —    | —     | —                     |
|         | —                         | —    | —     | —                     |
|         | —                         | —    | —     | —                     |

## STAGE 15 Barren Temple 4



**REWARDS** 50000 G  
10000 EXP

| ENEMIES | Name                               | Lvl. | HP    | Item Drop |
|---------|------------------------------------|------|-------|-----------|
|         | Swift Swordsman (Armored, Reflect) | 33   | 5500  | —         |
|         | Light Shooter (Armored)            | 33   | 2600  | —         |
|         | Light Shooter (Armored)            | 35   | 100   | —         |
|         | Flying Caster (Armored)            | 28   | 2600  | —         |
|         | Ultraheavy Raider (Armored)        | 32   | 34000 | —         |
|         | Heavy Intercept Shooter (Armored)  | 37   | 40000 | —         |
|         | Ultraheavy Swordsman (Armored)     | 30   | 25000 | —         |
|         | Ultraheavy Hammerer (Armored)      | 30   | 25000 | —         |

RADIO WINDOW: 19-C

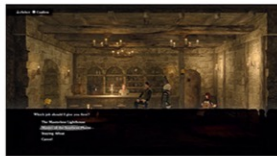
Kaine: "And every night, I scrub 'em with soap and water. So you bet your ass I'm cleaner than you!"  
Weiss: "My word..."



# QUESTS

The general flow of a quest is outlined in the images below. Devola will point you towards quests, or you can learn about them directly from the client. (Some quests can only be triggered through one means or the other.) When speaking to Devola, she gives you a choice of three quests,

## ❖ The Flow of a Quest



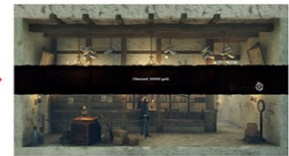
In the tavern at NieR's Village, Devola will point you to clients.



Use your map to find the client. Speak to them to accept the quest.



Complete the quest by gathering items, defeating enemies, etc.



Return to the client and report your success. Quest clear!

## ACCEPTANCE & COMPLETION

Each quest is available for a set period of time, but there are four points in the story at which no quests can be pursued. (See chart at lower right.)

### BEWARE!

### You CAN Get Locked Out of Quests

The game is broken up into two acts, but subsequent playthroughs after reaching an ending start from Act II. If want to complete Act I's quests on a single save file, then make sure you've finished all the Act I quests before the Jack battle begins. If your quest completion score is at 50%, you'll know you've done all the quests that are available at that point in the game.

## ❖ When New Quests Are Unlocked

| Story Chapter              | Strategy Point | Description                                                                   |
|----------------------------|----------------|-------------------------------------------------------------------------------|
| A Mysterious Woman         | III-02         | After getting Grimoire Weiss, talk to Popola at the Library                   |
| A Letter for Someone       | V-09           | After getting a Shaman Fish, speak to the old woman in Seafrost and say "Yes" |
|                            | V-11           | Bring the letter to the old woman and speak to the Seafrost lighthouse keeper |
|                            | V-14           | After getting a Shaman Fish, speak to Yonah at NieR's House                   |
| At Vengeance's End         | VI-01          | Talk to Popola at the Library                                                 |
|                            | VI-13          | Defeat Hook at The Aerie and get the Sealed Verse                             |
| Laws of the Masked         | VII-20         | Speak to Fyra on the way to the Barren Temple                                 |
| The Lost Prince            | VIII-22        | Get the Sealed Verse and then proceed to the Desert from Facade               |
| Five Years Later           | XII-05         | After Act II begins, speak to the villager after defeating the Shades         |
| Sleeping Beauty            | XIV-05         | After restoring Kainé, speak to Devola and Popola                             |
| Blu-Bird                   | XV-01          | Speak to the ferryman and select Lost Shrine: Rear Path                       |
|                            | XV-15          | After acquiring the stone fragment, talk to Popola and make a selection       |
| A Village No More          | XVIII-18       | After acquiring the Sacrifice key fragment, enter the Northern Plains         |
| Robot Guardian (Part 2)    | XIX-17         | After acquiring the Law of Robotics key fragment, enter the Northern Plains   |
| The Desert Wolves (Part 2) | XXII-07        | Defeat Roc and acquire the Loyal Cerberus key fragment                        |
| The Final Journey          | XXIII-01       | After acquiring all the key fragments, talk to Popola in the Library          |

## ❖ Events That Cause Quest Progression to Be Suspended

| Story Chapter          | Strategy Point | Description                                                              |
|------------------------|----------------|--------------------------------------------------------------------------|
| Lord of the Manor      | X-04           | After hearing Yonah's request, speak to the butler in front of the Manor |
| The Shadowlord Attacks | XI-06          | After speaking to Popola, forage for Vapor Moss at the southern gate     |
| The Little Mermaid     | XX-01          | Go to the Library and speak to Popola                                    |
| The Final Journey      | XXIII-17       | Defeat Devola and Popola and get the Shadowlord's Castle Map             |

## ❖ When Each Quest Is Unlocked, and When It's Too Late

| #  | Quest Name                      | Unlock Timing        | Completion Deadline      |
|----|---------------------------------|----------------------|--------------------------|
| 01 | Herbal Remedies                 | Complete III-02      | Until Completing XI-06   |
| 02 | The Gatekeeper's Errand         | Complete III-02      | Until Completing XI-06   |
| 03 | The Lost Eggs                   | Complete III-02      | Until Completing XI-06   |
| 04 | Old-Fashioned Home Cooking      | Complete III-02      | Until Completing XI-06   |
| 05 | Shopping List                   | Complete III-02      | Until Completing XI-06   |
| 06 | A Return to Shopping            | Complete III-02      | Until Completing XI-06   |
| 07 | Book Smarts                     | Complete III-02      | Until Completing XI-06   |
| 08 | The Tavern Keeper's Grandmother | Complete III-02      | Until Completing XI-06   |
| 09 | On the Wings of Eagles          | Complete III-02      | Until Completing XI-06   |
| 10 | A Sheepish Request              | Complete III-02      | Until Completing XIII-17 |
| 11 | Fragile Delivery                | Complete III-02      | Until Completing XI-06   |
| 12 | Fragile Delivery 2              | Complete V-11        | Until Completing XI-06   |
| 13 | The Fisherman's Gambit          | Complete V-09        | Until Completing XIII-17 |
| 14 | The Fisherman's Gambit, Part 2  | Complete V-09        | Until Completing XIII-17 |
| 15 | The Fisherman's Gambit, Part 3  | Complete V-09        | Until Completing XIII-17 |
| 16 | The Fisherman's Gambit, Part 4  | Complete V-09        | Until Completing XIII-17 |
| 17 | The Fisherman's Gambit, Part 5  | Complete V-09        | Until Completing XIII-17 |
| 18 | Yonah's Cooking                 | Complete V-09 & V-14 | Until Completing X-04    |
| 19 | The Ballad of the Twins         | Complete V-11        | Until Completing XI-06   |
| 20 | A Dog Astray                    | Complete V-11        | Until Completing XI-06   |
| 21 | The New Merchant in Town        | Complete V-11        | Until Completing XI-06   |
| 22 | A Signature Dish                | Complete V-11        | Until Completing XI-06   |
| 23 | Bon Appetit!                    | Complete V-11        | Until Completing XI-06   |
| 24 | The Postman's Request           | Complete V-11        | Until Completing XI-06   |
| 25 | The Lighthouse Lady's Wrath     | Complete V-11        | Until Completing XI-06   |
| 26 | Closure                         | Complete V-11        | Until Completing XI-06   |
| 27 | Yonah's Gift                    | Complete VI-01       | Until Completing X-04    |
| 28 | Letter to a Lover               | Complete VI-13       | Until Completing XI-06   |
| 29 | Item Unknown                    | Complete VII-20      | Until Completing XI-06   |
| 30 | Fragile Delivery 3              | Complete VIII-22     | Until Completing XI-06   |
| 31 | The Runaway Son                 | Complete VIII-22     | Until Completing XI-06   |
| 32 | The Pride of a Lover            | Complete VIII-22     | Until Completing XI-06   |
| 33 | The Tangled Message             | Complete VIII-22     | Until Completing XI-06   |

| #  | Quest Name                     | Unlock Timing               | Completion Deadline      |
|----|--------------------------------|-----------------------------|--------------------------|
| 34 | Apology from a Fool            | Complete VIII-22            | Until Completing XI-06   |
| 35 | The Littlest Hero              | Complete VIII-22            | Until Completing XI-06   |
| 36 | The Missing Girl               | Complete VIII-22            | Until Completing XI-06   |
| 37 | The Fisherman's Gambit, Part 6 | Complete XII-05             | Until Completing XIII-17 |
| 38 | The Fisherman's Gambit, Part 7 | Complete XII-05             | Until Completing XIII-17 |
| 39 | The Fisherman's Gambit, Part 8 | Complete XII-05             | Until Completing XIII-17 |
| 40 | The Fisherman's Final Gambit   | Complete XII-05             | Until Completing XIII-17 |
| 41 | Thieves in Training            | Complete XII-05             | Until Completing XIII-17 |
| 42 | Contract for a Contractor      | Complete XII-05             | Until Completing XIII-17 |
| 43 | The Creaky Waterwheel          | Complete XII-05             | Until Completing XIII-17 |
| 44 | The Faded Fountain             | Complete XII-05             | Until Completing XIII-17 |
| 45 | Learning a Trade               | Complete XII-05             | Until Completing XIII-17 |
| 46 | The Masterless Lighthouse      | Complete XII-05             | Until Completing XIII-17 |
| 47 | The Scattered Cargo            | Complete XII-05             | Until Completing XIII-17 |
| 48 | The Strange Fate of the Jewel  | Complete XII-05             | Until Completing XIII-17 |
| 49 | Staying Afloat                 | Complete XII-05             | Until Completing XIII-17 |
| 50 | Life in the Sands              | Complete XII-05             | Until Completing XIII-17 |
| 51 | The King's Mask                | Complete XII-05             | Until Completing XIII-17 |
| 52 | The Damaged Map                | Complete XIV-05             | Until Completing XIII-17 |
| 53 | A Bridge in Peril              | Complete XV-01              | Until Completing XIII-17 |
| 54 | A Child's Final Chance         | Complete XV-01              | Until Completing XIII-17 |
| 55 | Master of the Southern Plains  | Complete XV-01              | Until Completing XIII-17 |
| 56 | The Great Tree                 | Complete XV-15              | Until Completing XIII-17 |
| 57 | A Tale of the Study            | Complete XV-15              | Until Completing XIII-17 |
| 58 | Research Project               | Complete XV-15              | Until Completing XIII-17 |
| 59 | The Promised Gift              | Complete XV-15              | Until Completing XX-01   |
| 60 | Search for the Shade           | Complete XVIII-18           | Until Completing XIII-17 |
| 61 | Freesia                        | Complete XVIII-18           | Until Completing XIII-17 |
| 62 | The Despicable Man             | Complete XIX-17             | Until Completing XIII-17 |
| 63 | The Shade Army                 | Complete XIX-17             | Until Completing XIII-17 |
| 64 | A Memorable Knife              | Complete XIX-17             | Until Completing XX-01   |
| 65 | Bon Appetit! 2                 | Complete XIX-17             | Until Completing XIII-17 |
| 66 | Shadows of the Desert          | Complete XVIII-18 & XXII-07 | Until Completing XIII-17 |
| 67 | A Shade Entombed               | Complete XXII-07            | Until Completing XIII-17 |
| 68 | Disturbing the Sleep of Kings  | Complete XXII-07            | Until Completing XIII-17 |
| 69 | A City Reborn                  | Complete XXII-07            | Until Completing XIII-17 |
| 70 | Nightmares and Dust            | Complete XXII-07            | Until Completing XIII-17 |
| 71 | The Magical Stone              | Complete XXIII-01           | Until Completing XIII-17 |

RADIO WINDOW: 20-A

Weiss: "The space between my pages feels...crunchy."  
NieR: "I'd give anything to jump into some water right about now."

## ENEMY APPEARANCE IN QUESTS

Sometimes when you accept a quest, it causes the enemies that appear in certain areas to change. (You can see a list of these enemies and their key stats and drops in the chart below.) Once a quest is cleared, the areas will return to their usual enemy line-up, as determined by your story progression. If you're



Quest enemies can be especially strong; if you're struggling, save the quest until you reach a higher level.

aiming for a specific word or item drop, make sure your active quests aren't interfering with your efforts.

One special case are the quests set on the Lost Shrine: Roof (quests 20, 30, 55, and 71), which add new enemies to the area without replacing the current lineup that is determined by story progress.



The enemies listed for quests 53 and 55 appear only on cloudy days, and only 50% of the time.

## Learn New Words Through Quests

Enemies that appear in quests sometimes drop words, just as they do in the main story. In fact, there are seven words you can only earn during quests. Word hunters should also note that after clearing Quest 71 and speaking to the client, you'll be able to return to Tokyo, where you can battle lots of word-dropping enemies.

### Quest-Exclusive Words

| Quest # | Word    |
|---------|---------|
| 53      | Ashurka |
| 55      | Solira  |
| 56      | Ulal    |
| 57      | Varil   |
| 67      | Paho    |
|         | Otza    |
| 68      | Konkarr |

## Enemies That Appear During Quests

| #  | Quest Name                    | Map                         | Enemy Name                       | Lvl. | HP    | EXP  | Word Drops |         |        |         |       |       |       |     |    |
|----|-------------------------------|-----------------------------|----------------------------------|------|-------|------|------------|---------|--------|---------|-------|-------|-------|-----|----|
| 20 | A Dog Astray                  | Northern Plains             | Heavy Striker (Armored)          | 11   | 430   | 40   | —          | —       | —      | —       | —     | —     | —     |     |    |
| 28 | Letter to a Lover             | The Aerie                   | Ultraheavy Raider                | 11   | 2150  | 600  | —          | —       | —      | —       | —     | —     | —     |     |    |
| 30 | Fragile Delivery 3            | Eastern Road                | Swarm Swordsman                  | 13   | 288   | 60   | —          | —       | —      | —       | —     | —     | —     |     |    |
|    |                               | Desert                      | Light Shooter                    | 12   | 202   | 40   | —          | —       | —      | —       | —     | —     | —     |     |    |
| 35 | The Littlest Hero             | Wolf Den                    | Wolf                             | 12   | 302   | 50   | —          | —       | —      | —       | —     | —     | —     |     |    |
| 53 | A Bridge in Peril             | Northern Plains             | Light Brawler (Armored)          | 20   | 720   | 230  | Gebul      | 1%      | Besol  | 2%      | Pahol | 5%    | Besil | 10% |    |
|    |                               |                             | Swift Swordsman (Reflect)        | 23   | 1840  | 200  | —          | —       | —      | —       | —     | —     | —     |     |    |
|    |                               |                             | Swift Caster                     | 23   | 1380  | 220  | —          | —       | —      | —       | —     | —     | —     |     |    |
|    |                               |                             | Ultraheavy Raider (Armored)      | 23   | 11500 | 1000 | Ashurka    | 100%    | —      | —       | —     | —     | —     |     |    |
| 55 | Master of the Southern Plains | Southern Plains             | Ultraheavy Hammerer (Armored)    | 23   | 9200  | 1000 | Solira     | 100%    | —      | —       | —     | —     | —     |     |    |
| 56 | The Great Tree                | Lost Shrine 1F              | Light Shooter (Armored)          | 20   | 1152  | 200  | —          | —       | —      | —       | —     | —     | —     |     |    |
|    |                               |                             | Ultraheavy Hammerer              | 25   | 11520 | 1000 | Ulal       | 100%    | —      | —       | —     | —     | —     |     |    |
| 57 | A Tale of the Study           | Manor: Study                | Swift Caster (Reflect)           | 30   | 60000 | 600  | Varil      | 100%    | —      | —       | —     | —     | —     |     |    |
| 60 | Search for the Shade          | Nier's Village              | Light Brawler                    | 20   | 1949  | 180  | —          | —       | —      | —       | —     | —     | —     |     |    |
| 63 | The Shade Army                | Junk Heap                   | Heavy Striker (Armored)          | 23   | 2304  | 400  | —          | —       | —      | —       | —     | —     | —     |     |    |
|    |                               |                             | Swarm Swordsman (Armored)        | 23   | 1152  | 200  | —          | —       | —      | —       | —     | —     | —     |     |    |
| 66 | Shadows of the Desert         | Desert                      | Light Shooter (Armored)          | 20   | 576   | 150  | Hodul      | 3%      | Otkarr | 3%      | —     | —     | —     | —   |    |
|    |                               |                             | Light Shooter (Armored)          | 20   | 576   | 150  | —          | —       | —      | —       | —     | —     | —     | —   |    |
|    |                               |                             | Light Shooter (Armored)          | 25   | 1152  | 200  | —          | —       | —      | —       | —     | —     | —     | —   |    |
|    |                               |                             | Flying Caster (Armored, Reflect) | 22   | 1210  | 300  | Mahkarr    | 8%      | —      | —       | —     | —     | —     | —   |    |
|    |                               |                             | Flying Caster (Armored, Reflect) | 25   | 1728  | 600  | —          | —       | —      | —       | —     | —     | —     | —   |    |
|    |                               |                             | Ultraheavy Hammerer              | 25   | 11520 | 1200 | —          | —       | —      | —       | —     | —     | —     | —   |    |
|    |                               |                             | Scorpion                         | 4    | 95    | 5    | —          | —       | —      | —       | —     | —     | —     | —   |    |
|    |                               |                             | Wolf                             | 22   | 1210  | 200  | —          | —       | —      | —       | —     | —     | —     | —   |    |
| 67 | A Shade Entombed              | Barren Temple               | Swift Swordsman                  | 25   | 2304  | 600  | —          | —       | —      | —       | —     | —     | —     |     |    |
|    |                               |                             | Swift Swordsman (Reflect)        | 25   | 2304  | 600  | —          | —       | —      | —       | —     | —     | —     |     |    |
|    |                               |                             | Heavy Intercept Shooter          | 25   | 28800 | 1000 | Paho       | 100%    | —      | —       | —     | —     | —     | —   |    |
| 68 | Disturbing the Sleep of Kings | Barren Temple               | Swift Swordsman (Reflect)        | 25   | 2304  | 600  | —          | —       | —      | —       | —     | —     | —     |     |    |
|    |                               |                             | Heavy Intercept Shooter          | 30   | 28800 | 1500 | Otza       | 100%    | —      | —       | —     | —     | —     | —   |    |
|    |                               | Barren Temple: Hall         | Swift Caster                     | 25   | 1728  | 350  | —          | —       | —      | —       | —     | —     | —     | —   |    |
|    |                               |                             | Heavy Intercept Shooter          | 30   | 28800 | 1500 | Konkarr    | 100%    | —      | —       | —     | —     | —     | —   |    |
| 70 | Nightmares and Dust           | Desert                      | Light Shooter (Armored)          | 20   | 576   | 150  | Hodul      | 3%      | Otkarr | 3%      | —     | —     | —     | —   |    |
|    |                               |                             | Light Shooter (Armored)          | 20   | 576   | 150  | —          | —       | —      | —       | —     | —     | —     | —   |    |
|    |                               |                             | Flying Caster (Armored, Reflect) | 22   | 1210  | 300  | Mahkarr    | 8%      | —      | —       | —     | —     | —     | —   |    |
|    |                               |                             | Heavy Intercept Shooter          | 28   | 23040 | 1200 | Pahal      | 100%    | —      | —       | —     | —     | —     | —   |    |
|    |                               |                             | Scorpion                         | 4    | 95    | 5    | —          | —       | —      | —       | —     | —     | —     | —   |    |
|    |                               |                             | Wolf                             | 22   | 1210  | 200  | —          | —       | —      | —       | —     | —     | —     | —   |    |
| 71 | The Magical Stone             | Lost Shrine: Roof           | Heavy Intercept Shooter          | 30   | 28800 | 1500 | —          | —       | —      | —       | —     | —     | —     | —   |    |
|    |                               |                             | Heavy Striker (Armored)          | 27   | 2880  | 303  | Ashurir    | 3%      | —      | —       | —     | —     | —     | —   | —  |
|    |                               | Tokyo                       | Swarm Swordsman                  | 27   | 1440  | 125  | Solir      | 3%      | —      | —       | —     | —     | —     | —   | —  |
|    |                               |                             | Ultraheavy Raider                | 28   | 23040 | 1500 | —          | —       | —      | —       | —     | —     | —     | —   | —  |
|    |                               |                             | Heavy Striker (Armored)          | 27   | 2880  | 303  | Pah        | 5%      | Hoda   | 3%      | Hoda  | 3%    | Ashur | 5%  | 5% |
|    |                               |                             | Heavy Striker (Block, Reflect)   | 27   | 2880  | 303  | Pah        | 5%      | Hoda   | 3%      | Hoda  | 3%    | Ashur | 5%  | 5% |
|    |                               | Heavy Striker (Armored)     | 27                               | 2880 | 303   | Pahi | 2%         | Gebi    | 2%     | Besi    | 2%    | Soles | 2%    | 2%  |    |
|    |                               | Heavy Striker (Reflect)     | 27                               | 2880 | 303   | Geba | 3%         | Kon     | 5%     | Ashurir | 3%    | Solir | 3%    | 3%  |    |
|    |                               | Heavy Megastriker           | 27                               | 2880 | 303   | Vara | 3%         | Luges   | 2%     | Lug     | 5%    | Ashur | 5%    | 5%  |    |
|    |                               | Heavy Megastriker (Reflect) | 27                               | 2880 | 303   | Varo | 1%         | Ashures | 2%     | Otir    | 3%    | Mahes | 2%    | 2%  |    |
|    |                               | Swarm Swordsman             | 27                               | 1440 | 125   | Paha | 3%         | Lugir   | 3%     | Besa    | 3%    | Mahir | 3%    | 3%  |    |
|    |                               | Swarm Swordsman (Reflect)   | 27                               | 1440 | 125   | Paha | 3%         | Lugir   | 3%     | Besa    | 3%    | Mahir | 3%    | 3%  |    |
|    |                               | Swarm Swordsman (Armored)   | 27                               | 1440 | 125   | Var  | 5%         | Bes     | 5%     | Beso    | 1%    | Kones | 2%    | 2%  |    |
|    |                               | Light Brawler               | 27                               | 1440 | 125   | Vari | 2%         | Hodi    | 2%     | Ot      | 5%    | Konir | 3%    | 3%  |    |
|    |                               | Light Brawler (Reflect)     | 27                               | 1440 | 125   | Geb  | 5%         | Mah     | 5%     | Otes    | 2%    | Solka | 1%    | 1%  |    |
|    |                               | Light Shooter               | 27                               | 1440 | 125   | Gebo | 1%         | Lugka   | 1%     | Sol     | 5%    | Hod   | 5%    | 5%  |    |

RADIO WINDOW: 20-B

Weiss: "Despite your inability to swim? Are you mad?!"  
Nier: "It was a joke, Weiss. Sheesh."



## QUESTS

### QUEST DATA

The 71 quests have diverse goals that involve gathering items, killing enemies, delivering messages, and more. You can reattempt failed quests without any significant penalty, so long as you're within its availability window.



When pursuing item-gathering quests, you can use any means to get the items (such as buying them) regardless of what the client says.

#### QUEST 03

##### The Lost Eggs

**FROM** Completion of III-02

**UNTIL** Completion of XI-06

##### CLIENT

Nier's Village  
Item shop in the shopping district



**REQUEST** Find and recover a hidden Chicken Egg

**REWARDS** Health Salve

##### STRATEGY

Talk to the kids playing by the fountain in the shopping district. Then look behind the broken wall near the fountain in the central area to find a Chicken Egg. Deliver it to the client.

#### QUEST 06

##### A Return to Shopping

**FROM** Completion of Quest 05

**UNTIL** Completion of XI-06

##### CLIENT

Nier's Village  
Florist in the shopping district



**REQUEST** Buy 3 Bounty Fertilizer in Seafront

**REWARDS** 2000 G, Tulip Bulb x1, 3x rows of Nier's field are unlocked

##### STRATEGY

Break wooden boxes in Seafront to find Bounty Fertilizer (you can leave and reenter to reset the boxes), and when you have 3, bring them to the client. You could also buy the Bounty Fertilizer at the Seafront grocer. (900 G for all three.)

#### QUEST 01

##### Herbal Remedies

**FROM** Completion of III-02

**UNTIL** Completion of XI-06

##### CLIENT

Nier's Village  
Popola at the Library



**REQUEST** Gather two Medicinal Herbs

**REWARDS** 500 G

##### STRATEGY

You can gather the needed herbs from glowing spots at Nier's Village and the Northern Plains, among many others. You can even just give her the ones from your starting inventory.

#### QUEST 04

##### Old-Fashioned Home Cooking

**FROM** Completion of III-02

**UNTIL** Completion of XI-06

##### CLIENT

Nier's Village  
Villager near the fountain in the shopping district



**REQUEST** Gather 10 pieces of Mutton for a recipe

**REWARDS** 1500 G

##### STRATEGY

Kill Sheep in the Northern Plains and strip their bodies to find Mutton. Use the "Call" command to make finding the sheep easier. Bring the Mutton to the client.

#### QUEST 07

##### Book Smarts

**FROM** Completion of III-02

**UNTIL** Completion of XI-06

##### CLIENT

Nier's Village  
Villager at the Library



**REQUEST** Help organize books at the library

**REWARDS** 500 G

##### STRATEGY

Take the **Red Book** you're given to the east side of the second floor, and put it in the second bookcase from the left. Return to the client to get a **Blue Book**. On the south wall of the first floor, return it to the third bookcase from the right. Report to the client.

#### QUEST 02

##### The Gatekeeper's Errand

**FROM** Completion of III-02

**UNTIL** Completion of XI-06

##### CLIENT

Nier's Village  
Guard at northern gate



**REQUEST** Deliver a message to the weapon shop merchant's wife

**REWARDS** 500 G

##### STRATEGY

Talk to the woman sitting next to the man who sells weapons in Nier's Village.

#### QUEST 05

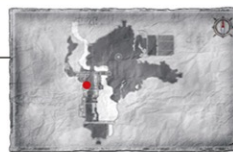
##### Shopping List

**FROM** Completion of III-02

**UNTIL** Completion of XI-06

##### CLIENT

Nier's Village  
Florist in the shopping district



**REQUEST** Buy 3x Tulip Bulbs in Seafront

**REWARDS** 500 G, Unlock 1x row of Nier's field

##### STRATEGY

Break wooden boxes in Seafront to find Tulip Bulbs (you can leave and reenter to reset the boxes), and when you have 3, bring them to the client. You could also buy the Tulip Bulbs at the Seafront grocer. (150 G for all three.)

#### QUEST 08

##### The Tavern Keeper's Grandmother

**FROM** Completion of III-02

**UNTIL** Completion of XI-06

##### CLIENT

Nier's Village  
Tavern keeper in the shopping district



**REQUEST** Gather 3x Medicinal Herbs, 3x Berries, and 3x Royal Ferns for use in a medicine

**REWARDS** 2000 G

##### STRATEGY

Gather the required items in the Northern Plains, and deliver them to the client. Bring the completed **Old Lady's Elixir** to the old woman at the fountain near the library.

RADIO WINDOW: 21-A

Nier: "God, having sand in your clothes is the WORST."  
Weiss: "It makes one want to enjoy a bath, for certain."  
Nier: "Weiss, can you even TAKE baths?"

READING  
QUEST DATA

**Quest name and number:** The quest's name and an identifying number used in this book. The events at "From" and "Until" mark the start and end of the quest's availability period, as well as any unlock conditions (such as completing previous quests). **Client:** The game area where the client can be found. The map is the one given to you by Devola (she will not introduce you to quests 19 and 65). **Request:** The initial goal of the quest; it may change later. **Rewards:** What the client gives you in exchange for completing it. **Strategy:** How to complete the quest, step by step. Key items are marked in red.

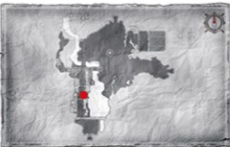
**QUEST 09**

**On the Wings of Eagles**

**FROM** Completion of Quest 08

**UNTIL** Completion of XI-06

**CLIENT**  
Nier's Village  
Tavern keeper in the shopping district



**REQUEST** Go to The Aerie to get 1x Eagle Egg needed to make a medicine

**REWARDS** 2000 G

**STRATEGY**  
Get an Eagle Egg from the the glowing spot under the chief's house at The Aerie (appearance odds: 100%). Deliver it to the client. Bring the completed **Old Lady's Elixir+** to the old woman at the fountain near the library.

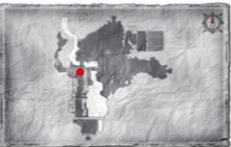
**QUEST 10**

**A Sheepish Request**

**FROM** Completion of III-02

**UNTIL** Completion of XXIII-17

**CLIENT**  
Nier's Village  
Villager standing next to the item shop



**REQUEST** Defeat the Boar of the Northern Plains

**REWARDS** 1000 G, Ability to ride Boars

**STRATEGY**  
Defeat the Boar of Northern Plains and collect its **Boar Tusk**. Deliver it to the client. To defeat the Boar at a low level, position Nier atop the boulder and hit it with Dark Blasts for an easy victory.

**QUEST 11**

**Fragile Delivery**

**FROM** Completion of III-05

**UNTIL** Completion of XI-06

**CLIENT**  
Nier's Village  
Guard at northern gate



**REQUEST** Deliver a parcel to the chief of The Aerie without it breaking

**REWARDS** 500 G ~ 1500 G (Reward decreases by 50 G each time it breaks)

**STRATEGY**  
While carrying the **Parcel for The Aerie**, you'll need to avoid being hit by enemy attacks without using your dodge roll. After bringing it to the chief, report to the client. If the package breaks, return to the client for a replacement.

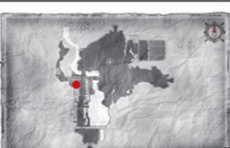
**QUEST 12**

**Fragile Delivery 2**

**FROM** Completion of V-09 & Quest 11

**UNTIL** Completion of XI-06

**CLIENT**  
Nier's Village  
Villager near shopping district fountain



**REQUEST** Deliver a parcel to the Seafront tavern without it breaking

**REWARDS** 500 G ~ 1500 G (Reward decreases by 50 G each time it breaks)

**STRATEGY**  
While carrying the **Parcel for Seafront**, you'll need to avoid being hit by enemy attacks without using your dodge roll. After bringing it to the tavern, report to the client. If the package breaks, return to the client for a replacement.

**QUEST 13**

**The Fisherman's Gambit**

**FROM** Completion of V-09

**UNTIL** Completion of XXIII-17

**CLIENT**  
Seafront  
Resident standing at the breakwater



**REQUEST** Catch 10x Sardines

**REWARDS** Fishing Level boosted to 2

**STRATEGY**  
Buy Lugworms at the Seafront tackle shop, then go to the beach beyond the lighthouse. Use the Lugworms to catch Sardines and bring them to the client.

**QUEST 14**

**The Fisherman's Gambit, Part 2**

**FROM** Completion of Quest 13

**UNTIL** Completion of XXIII-17

**CLIENT**  
Seafront  
Resident standing at the breakwater



**REQUEST** Catch 7x Blowfish

**REWARDS** Fishing Level boosted to 3

**STRATEGY**  
Buy Lugworms at the Seafront tackle shop, then use them to fish at the breakwater where the client is. When you've caught 7 Blowfish, give them to the client.

**QUEST 15**

**The Fisherman's Gambit, Part 3**

**FROM** Completion of Quest 14

**UNTIL** Completion of XXIII-17

**CLIENT**  
Seafront  
Resident standing at the breakwater



**REQUEST** Catch 7x Rainbow Trout

**REWARDS** Fishing Level boosted to 4

**STRATEGY**  
Use your Lure at the Northern Plains fishing spot to catch 7 Rainbow Trout, then bring them to the client.

**QUEST 16**

**The Fisherman's Gambit, Part 4**

**FROM** Completion of Quest 15

**UNTIL** Completion of XXIII-17

**CLIENT**  
Seafront  
Resident standing at the breakwater



**REQUEST** Catch 5x Bream

**REWARDS** Fishing Level boosted to 5

**STRATEGY**  
Use your Lure to fish from the breakwater by the client, and catch 5 Bream. Give them to the client.

**QUEST 17**

**The Fisherman's Gambit, Part 5**

**FROM** Completion of Quest 16

**UNTIL** Completion of XXIII-17

**CLIENT**  
Seafront  
Resident standing at the breakwater



**REQUEST** Catch 5x Black Bass

**REWARDS** Fishing Level boosted to 6

**STRATEGY**  
Use your Lure at the Nier's Village fishing spot to catch 5 Black Bass, and bring them to the client.

RADIO WINDOW: 21-B

Weiss: "Yes."  
Nier: "...Huh. Okay then."



## QUESTS

## QUEST 18

## Yonah's Cooking

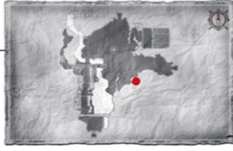
FROM Completion of V-09 &amp; V-14

UNTIL Completion of X-04

## CLIENT

Nier's Village

Yonah at Nier's House



REQUEST Gather 1x Venison and 1x Wheat for Yonah's recipe

REWARDS —

## STRATEGY

You can accept this quest early if you bring Yonah the Shaman Fish before you talk to the old woman at the lighthouse. Buy Wheat for 500 G from the grocer at Nier's Village, and kill and strip a deer in the Southern Plains to get Venison. Bring both ingredients to Yonah.

## QUEST 19

## The Ballad of the Twins

FROM Completion of V-11 (From Client Only)

UNTIL Completion of XI-06

## CLIENT

Nier's Village

Villager in the tavern

NO DATA

REQUEST Get Devola and Popola's favorite drink. (Required items: 5x Mouse Tails and 5x Lizard Tails)

REWARDS —

## STRATEGY

Talk to Devola and Popola, then talk to the bartender at the Seafront tavern. Get Mouse Tails near the Junk Heap and Lizard Tails at the Eastern Road. Bring the items to the Seafront tavern, then tell Popola.

## QUEST 20

## A Dog Astray

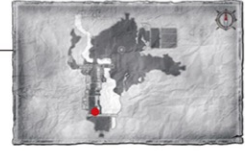
FROM Completion of V-11

UNTIL Completion of XI-06

## CLIENT

Nier's Village

Villager near weapon shop



REQUEST Search for a lost dog

REWARDS 1000 G

## STRATEGY

In the Northern Plains, below the metal bridge that leads to the Junk Heap, approach Max's body. Defeat all of the Heavy Striker (Armored) foes, then search the body to find **Max's Herbs**. Take them to the villager who is standing where the client stood.

## QUEST 21

## The New Merchant in Town

FROM Completion of V-11

UNTIL Completion of XI-06

## CLIENT

Seafront

A resident on a boat to the southeast



REQUEST Gather 10x Wool, 5x Natural Rubber, 10x Goat Hide for a merchant

REWARDS 10000 G

## STRATEGY

Earn Wool by killing and stripping sheep in the Northern Plains (or buy it at the material shop in Nier's Village), gather Natural Rubber in the Southern Plains (or buy it at the material shop in Seafront), and kill and strip goats on the Eastern Road to get Goat Hide. Bring them all to the client, then leave and return to the village and speak to him a second time to get your reward.

## QUEST 22

## A Signature Dish

FROM Completion of V-11

UNTIL Completion of XI-06

## CLIENT

Seafront

The tavern keeper



REQUEST Gather 10x Medicinal Herbs, 10x Wheat, and 10x Sardines for a signature dish

REWARDS 5000 G

## STRATEGY

Medicinal Herbs can be gathered anywhere, Wheat can be purchased from the grocery in Nier's Village (500 G), and Sardines can be caught by fishing with Lugworms on Seafront's west beach (or purchased for 2500 G in Seafront if you've completed Quest 13). Bring all the collected items to the tavern keeper.

## QUEST 23

## Bon Appetit!

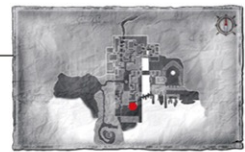
FROM Completion of V-11

UNTIL Completion of XI-06

## CLIENT

Nier's Village

The tavern keeper



REQUEST Gather 5x Sharks, 5x Rice, and 5x Mushrooms for a new recipe

REWARDS 5000 G

## STRATEGY

Get the **Cookbook** at the library in Nier's Village and bring it to the client. At the fishing spot near the Seafront tavern, use Sardines to fish for Sharks. Buy Rice and Mushrooms at the Seafront grocery (total cost: 7000 G) and bring it all to the client.

## QUEST 24

## The Postman's Request

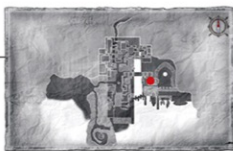
FROM Completion of V-11 (via Devola)

UNTIL Completion of XI-06

## CLIENT

Seafront

Postman at post office



REQUEST Deliver a letter to an old woman

REWARDS 1000 G

## STRATEGY

Deliver the letter you're given to the old woman at the lighthouse.

## QUEST 25

## The Lighthouse Lady's Wrath

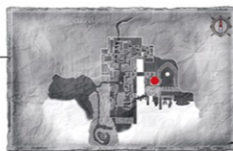
FROM Completion of Quest 24 (via Devola)

UNTIL Completion of XI-06

## CLIENT

Nier's Village

Postman at post office



REQUEST Persuade the old woman not to quit as lighthouse keeper

REWARDS Lie Route: None; Truth Route: 1000 G

## STRATEGY

Talk to the old woman at the lighthouse, then the postman at the post office. Leave the post office and immediately return. Get the **Postman's Parcel** from the room in back and give it to the postman. Accept the letter for the old woman, and go talk to her.

## QUEST 26

## Closure

FROM Completion of Quest 25 (via Devola)

UNTIL Completion of XI-06

## CLIENT

Seafront

Postman at post office



REQUEST Hear the story of the old woman's death

REWARDS —

## STRATEGY

Talk to the client and listen to their story.

RADIO WINDOW: 22-A

Emil: "Hey, Weiss? What was this big old bridge used for, anyway?"

Weiss: "Ah, yes. This was a road for the large iron crates I mentioned earlier."

## QUEST 27

## Yonah's Gift

FROM Completion of VI-01 &amp; Quest 18

UNTIL Completion of X-04

## CLIENT

Nier's Village

Yonah at Nier's House



REQUEST Gather 1x Melon, 1x Watermelon, and 1x Pumpkin

REWARDS —

## STRATEGY

Buy a Melon in Seafront (1200 G) and give it to Yonah. After VIII-21, buy a Watermelon in Facade (800 G) and give it to Yonah. Finally, buy a Pumpkin from the grocer in Nier's Village (500 G) and give it to Yonah.

## QUEST 28

## Letter to a Lover

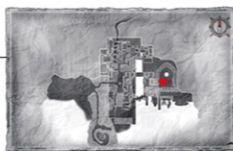
FROM Completion of VI-13

UNTIL Completion of XI-06

## CLIENT

Seafront

A resident walking around the plaza



REQUEST Deliver a letter and a Potted Freesia to a lover in The Aerie.

REWARDS 3000 G

## STRATEGY

Bringing the letter and **Potted Freesia** to The Aerie, and examine the door of the recipient's house (near the chief's house). Defeat Ultraheavy Raider foe(s) near the village entrance to get the **Pressed Freesia**, and bring it to the client.

## QUEST 29

## Item Unknown

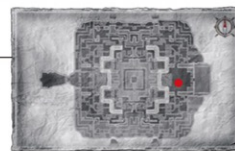
FROM Completion of VII-20

UNTIL Completion of XI-06

## CLIENT

Facade

Masked person standing in front of the king's mansion



REQUEST Collect 10x Watermelon

REWARDS 3000 G

## STRATEGY

Buy Watermelon (total cost: 8000 G) from the Facade grocer and bring them to the client.

## QUEST 30

## Fragile Delivery 3

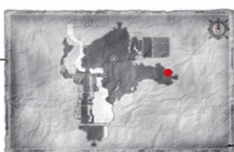
FROM Completion of VIII-22 &amp; Quest 12

UNTIL Completion of XI-06

## CLIENT

Nier's Village

Guard at east gate



REQUEST Deliver a parcel to the Facade weapon shop without it breaking.

REWARDS 1000-3000 G (Reward decreases by 100 G each time it breaks)

## STRATEGY

While carrying the **Parcel for Facade**, you'll need to avoid being hit by enemy attacks without using your dodge roll. After bringing it to the weapon shop, report to the client. If the package breaks, return to the client for a replacement.

## QUEST 31

## The Runaway Son

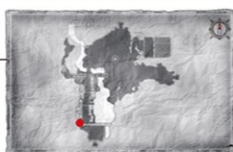
FROM Completion of VIII-22

UNTIL Completion of XI-06

## CLIENT

Seafront

Villager across from the weapon shop



REQUEST Find the runaway son and convince him to come home (Required Items: 5x Mutton and 3x Goat Meat)

REWARDS —

## STRATEGY

Talk to the son at the Seafront plaza. Kill and strip sheep and goats on the Northern Plains to get Mutton and Goat Meat. Talk to the Seafront tavern keeper, and report to the client. Talk to the resident near the entrance to Seafront, then to a masked person south of Facade's item shop, and check the nearby door. Talk to the son in the desert three times, kill the wolves, then examine the door where the client was standing.

## QUEST 32

## The Pride of a Lover

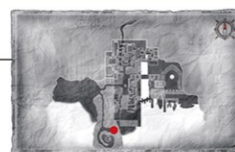
FROM Completion of VII-22

UNTIL Completion of XI-06

## CLIENT

Seafront

Resident on the hill with the lighthouse



REQUEST Get a Fluorite needed to make a present for a lover.

REWARDS 30000 G

## STRATEGY

Talk to the proprietor of Facade's strange-thing store, then gather Fluorite at Barren Temple (100% chance) and give it to the client.

## QUEST 33

## The Tangled Message

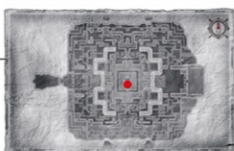
FROM Completion of VIII-22

UNTIL Completion of XI-06

## CLIENT

Facade

Resident on the central pillar



REQUEST Play a game where you deliver messages about the rules to residents.

REWARDS 10000 G

## STRATEGY

Talk to the guard left of the exit and say, "The Masked People respect their rules." Tell the king's right guard, "The Men of the Mask work for the king." Tell the child watcher, "Childcare can be difficult." Tell the southeast protector, "Only nobility may enter the treasury." Finally, tell the person north of the strange-thing store, "Quicksand."

## QUEST 34

## Apology from a Fool

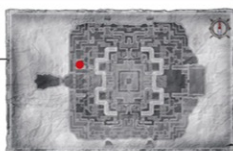
FROM Completion of VIII-22

UNTIL Completion of XI-06

## CLIENT

Facade

The strange-thing merchant in the northwest



REQUEST Collect 10x Wolf Hides as an apology

REWARDS 20000 G

## STRATEGY

Kill and strip wolves in the Desert for Wolf Hides and bring them to the client. Afterwards, talk to his wife above the strange-thing store.

## QUEST 35

## The Littlest Hero

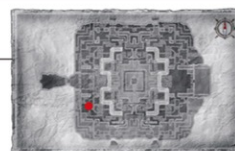
FROM Completion of VIII-22

UNTIL Completion of XI-06

## CLIENT

Facade

Weapons shop merchant in the southwest



REQUEST Bring back a boy who went into the desert alone.

REWARDS 10000 G

## STRATEGY

Talk to the boy in the desert, then kill all of the wolves in the Wolf Den.



## QUESTS

## QUEST 36

## The Missing Girl

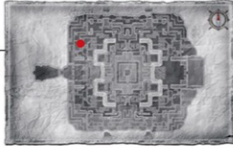
FROM Completion of VIII-22

UNTIL Completion of XI-06

## CLIENT

## Facade

Resident north of the strange-thing store



REQUEST Search for a girl who went missing several days earlier

REWARDS 10000 G

## STRATEGY

Talk to the three witnesses in Facade, and investigate the bloodstains on the lowest level in the northwest. Talk to a masked soldier in front of the nearby strange-thing store, then to the boyfriend that guards the entrance to the city. Go to the nearest well outside of Facade, then return to Facade and report to the client.

## QUEST 37

## The Fisherman's Gambit, Part 6

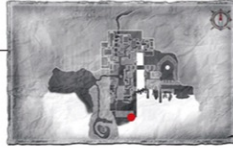
FROM Completion of XII-05 &amp; Quest 17

UNTIL Completion of XXIII-17

## CLIENT

## Seafront

Resident standing at the breakwater



REQUEST Catch 3x Sandfish

REWARDS Fishing Level boosted to 7

## STRATEGY

Use your lure in the Desert fishing spot to catch Sandfish, then bring them to the client.

## QUEST 38

## The Fisherman's Gambit, Part 7

FROM Completion of Quest 37

UNTIL Completion of XXIII-17

## CLIENT

## Seafront

Resident standing at the breakwater



REQUEST Catch 3x Royal Fish

REWARDS Fishing Level boosted to 8

## STRATEGY

Buy Earthworms at the item shop in Nier's Village or the tackle shop in Seafront, and use them to catch Royal Fish at the Eastern Road fishing spot. Bring the fish to the client.

## QUEST 39

## The Fisherman's Gambit, Part 8

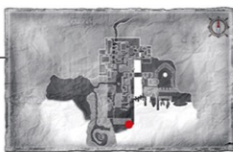
FROM Completion of Quest 38

UNTIL Completion of XXIII-17

## CLIENT

## Seafront

Resident standing at the breakwater



REQUEST Catch 2x Blue Marlines

REWARDS Fishing Level boosted to 9

## STRATEGY

Buy Sardines at the Seafront tackle shop and use them to catch Blue Marlines at the fishing spot near the client. Bring the fish to the client.

## QUEST 40

## The Fisherman's Final Gambit

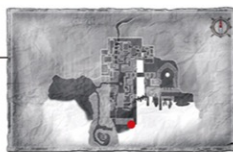
FROM Completion of Quest 39

UNTIL Completion of XXIII-17

## CLIENT

## Seafront

Resident standing at the breakwater



REQUEST Catch 1x Hyneria

REWARDS Fishing Level boosted to 10

## STRATEGY

Buy Sardines at the Seafront tackle shop and use them to catch a Hyneria at the Desert fishing spot. Bring it to the client.

## QUEST 41

## Thieves in Training

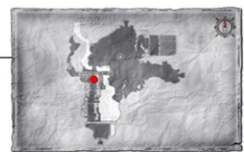
FROM Completion of XII-06

UNTIL Completion of XXIII-17

## CLIENT

## Nier's Village

Item shop merchant in the shopping district



REQUEST Find the thief who's stealing from the item shop.

REWARDS 3000 G

## STRATEGY

Talk to the villager standing near the shopping district fountain, the villager sitting in the center of the shopping district, and the guard walking in front of the weapon shop. Talk to the two children by the water wheel. Then talk to the villager at the tavern bar, and report to the client.

## QUEST 42

## Contract for a Contractor

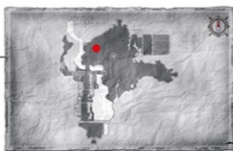
FROM Completion of XII-06

UNTIL Completion of XXIII-17

## CLIENT

## Nier's Village

Villager in the western clearing



REQUEST Gather 1x Memory Alloy, 10x Titanium Alloy, and 10x Broken Motors for home repairs

REWARDS 30000 G

## STRATEGY

After completion of XVI-04, defeat P-32 foes in the Junk Heap to get the Memory Alloy and Titanium Alloy, and SG-01 foes for Broken Motors. Bring the items to the client.

## QUEST 43

## The Creaky Waterwheel

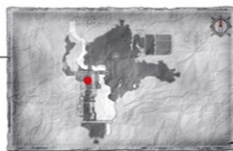
FROM Completion of XII-06

UNTIL Completion of XXIII-17

## CLIENT

## Nier's Village

Villager standing near the item shop



REQUEST Travel to Facade to get replacement parts for the water wheel (10x Iron Ore and 10x Logs)

REWARDS 10000 G

## STRATEGY

Talk to the strange-thing merchant in Facade. Then buy Logs at the materials shop in Nier's Village (5000 G). You can gather Iron Ore at the Barren Temple or Eastern Road, or buy it at Two Brothers Weaponry (10000 G). Bring the materials to the strange-thing store, then report to the client.

## QUEST 44

## The Faded Fountain

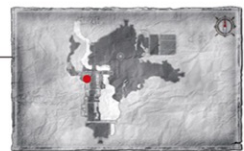
FROM Completion of Quest 43

UNTIL Completion of XXIII-17

## CLIENT

## Nier's Village

Guard near the shopping district fountain



REQUEST Travel to Facade to get replacement parts for the fountain (10x Broken Motors and 10x Severed Cables)

REWARDS 20000 G

## STRATEGY

Talk to the strange-thing merchant in Facade. If you've cleared XVI-04, you can defeat SG-10 foes at the Junk Heap to get Broken Motors, and SF-11 foes to get Severed Cables. Bring the materials to the strange-thing store, then report to the client.

RADIO WINDOW: 22-C

Email: "Really? With people?"

Weiss: "Humans lived very differently long ago."

Email: "There must have been so many people here..."

## QUEST 45

## Learning a Trade

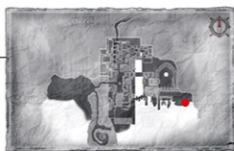
FROM Completion of XII-06, XVI-94, &amp; Quest 21

UNTIL Completion of XXIII-17

## CLIENT

## Seafront

Resident on the southeast ship



REQUEST Help create a seasickness medication

REWARDS 10000 G x 2

## STRATEGY

Buy **Mandrake Leaf** at the Facade strange-thing store, and bring it to the client. After completing XVI-04, you can get **Toad Oil** at Two Brothers Weaponry. Bring it to the client.

## QUEST 46

## The Masterless Lighthouse

FROM Completion of XII-05

UNTIL Completion of XXIII-17

## CLIENT

## Seafront

Resident in front of the lighthouse



REQUEST Gather 10x Broken Lens, 10x Broken Battery and 10x Mysterious Switch materials to use as replacement parts at the lighthouse

REWARDS 30000 G

## STRATEGY

After clearing XVI-04, defeat SG-01 foes at the Junk Heap to get Broken Lenses and Mysterious Switches, and SF-11 foes to get Broken Batteries. Bring them to the client.

## QUEST 47

## The Scattered Cargo

FROM Completion of XII-05

UNTIL Completion of XXIII-17

## CLIENT

## Seafront

Old woman at the plaza



REQUEST Recover lost cargo from a sunken ship

REWARDS Report her to authorities: 50000 G  
Deliver items to client: 20000 G, an item shop discount and new item shop inventory

## STRATEGY

Find **Drifting Cargo 2**, at the Seafront beach, **Drifting Cargo** at the riverbank in Nier's Village, and **Drifting Cargo 3** at the riverbank in the Northern Plains. Bring them to the client. If you check even one crate's contents, you'll be given the opportunity to report the client to the authorities.

## QUEST 48

## The Strange Fate of the Jewel

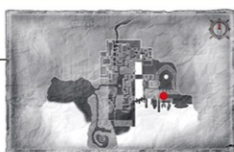
FROM Completion of XII-05 &amp; Quest 25

UNTIL Completion of XXIII-17

## CLIENT

## Seafront

Resident near the docks



REQUEST Search for a lost jewel

REWARDS Bury it: None  
Hand it Over: 10000 G  
Sell it: 10000 G

## STRATEGY

Talk to the resident sitting near the fountain in the plaza. Examine the barrel in the lighthouse. Talk to the postman at the post office, and get the **Mermaid Tear** from the room in the back. Choose one of three options, then report to the client.

## QUEST 49

## Staying Afloat

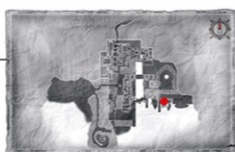
FROM Completion of XII-05

UNTIL Completion of XXIII-17

## CLIENT

## Seafront

Resident near the docks



REQUEST Gather 5x Logs, 20x Dented Metal Boards and 10x Stripped Bolts for ship repairs.

REWARDS 20000 G

## STRATEGY

Logs can purchased at the materials shop in Nier's Village (total price: 2500 G). Battle SG-01 foes at the Junk Heap for Dented Metal Boards, and SG-10 foes for Stripped Bolts. Bring the materials to the client.

## QUEST 50

## Life in the Sands

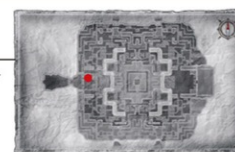
FROM Completion of XII-05

UNTIL Completion of XXIII-17

## CLIENT

## Facade

Masked person near the mailbox



REQUEST Gather 10x Pink Moonflower Seed to be planted in the desert.

REWARDS 10000 G

## STRATEGY

Plant Gold Moonflower seeds adjacent to Red Moonflower Seeds and Blue Moonflower Seeds. They should produce Peach Moonflower Seeds and Indigo Moonflower Seeds at a 20% rate of mutation. (You can also find a Peach Moonflower Seed in Nier's house.) Plant peach next to indigo to get a 10% chance to harvest a Pink Moonflower Seed. Cultivate 10 of those to bring to the client.

## QUEST 51

## The King's Mask

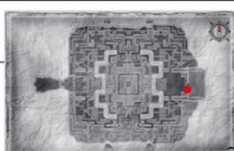
FROM Completion of XII-05

UNTIL Completion of XXIII-17

## CLIENT

## Facade

Masked soldier in front of the king's mansion



REQUEST Get 1x Titanium Alloy and 1x Crystal for making a new King's Mask

REWARDS 10000 G

## STRATEGY

After completion of XVI-04, defeat P-32 foes in the Junk Heap to get Titanium Alloy. Crystal can be purchased at the Facade materials shop for 2400 G. Bring the materials to the client.

## QUEST 52

## The Damaged Map

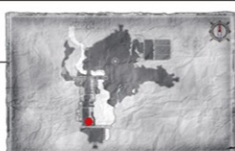
FROM Completion of XIV-05

UNTIL Completion of XXIII-17

## CLIENT

## Nier's Village

Weapons merchant in the shopping district



REQUEST Find a treasure map and see where it leads (Required items: 3x Machine Oil, 3x Eggplants, 3x Goat Hide.)

REWARDS "Labyrinth's Shout" Spear

## STRATEGY

Get a **Dirty Treasure Map** at the library. Bring the requested items to the strange-thing store to get the **Restored Treasure Map**. Talk to the wife and Popola. Get a **Pile of Junk** at Lost Shrine 3F, and tell the wife. Bring her **Jade Hair Ornament** to Facade's strange-thing store to get an **Old Gold Coin**. Talk to the client and get a new map. Talk to Popola. Find a new weapon under the Northern Plains steel bridge.

## QUEST 53

## A Bridge in Peril

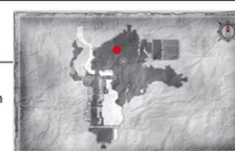
FROM Completion of XV-01

UNTIL Completion of XXIII-17

## CLIENT

## Nier's Village

Guard walking in front of the northern gate



REQUEST Slay the giant Shade that appeared on the Northern Plains bridge.

REWARDS 30000 G

"Labyrinth's Whisper" One-handed Sword

## STRATEGY

Slay the Ultraheavy Hammerer (Armored) that sometimes appears on the Northern Plains bridge on cloudy days (50% chance), then report to the client.

## RADIO WINDOW: 23

Weiss: "I say, each time we encounter that bickering couple anew, we are made to endure an even further torrent of meaningless and incessant chatter!"

Nier: "Yeah, they love to talk, all right. Remind you of anyone?"

Weiss: "Grimoire Weiss is one hundred times their better! You don't see this old tome flitting about starting donnybrooks and set-tos, now do you!?"



## QUESTS

## QUEST 54

## A Child's Final Chance

FROM Completion of XV-01

UNTIL Completion of XXIII-17

## CLIENT

## Nier's Village

The grocer in the shopping district



REQUEST Discover the source of a mysterious disease.

REWARDS 10000 G, grocery store discount

## STRATEGY

Talk to the child walking in the shopping district, the child by the shopping district fountain, and the child up the ramp by the fountain. Go to the Forest of Myth, and get Berries at the base of the Divine Tree. Talk to Kainé at the entrance to town. Get the **Antidote** and report to the client. This must all be done within 24 hours of accepting the quest or the quest will end in failure.

## QUEST 55

## Master of the Southern Plains

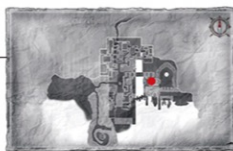
FROM Completion of XV-01

UNTIL Completion of XXIII-17

## CLIENT

## Seafront

The postman at the post office



REQUEST Slay the giant Shade that appears in the Southern Plains.

REWARDS 30000 G

## STRATEGY

Slay the Ultraheavy Raider (Armored) that sometimes appears in the center of the Southern Plains on cloudy days (50% chance), then report to the client.

## QUEST 56

## The Great Tree

FROM Completion of XV-15

UNTIL Completion of XXIII-17

## CLIENT

## Seafront

The resident sitting next to the item shop



REQUEST Recover a root of the Lost Shrine's Great Tree

REWARDS 20000 G

## STRATEGY

Examine the roots of the giant tree on Lost Shrine 1F. Defeat all the Shades, then claim the **Great Tree Root** and bring it to the client.

## QUEST 57

## A Tale of the Study

FROM Completion of XV-15

UNTIL Completion of XXIII-17

## CLIENT

## Manor

The butler at the manor



REQUEST Exterminate the remaining Shades in the manor study

REWARDS 15000 G

## STRATEGY

Go to the manor's study and defeat the Swift Caster foes.

## QUEST 58

## Research Project

FROM Completion of Quest 57

UNTIL Completion of XXIII-17

## CLIENT

## Manor

The butler at the manor



REQUEST Investigate whether it might be possible to restore Emil to his previous form

REWARDS —

## STRATEGY

Get the **Employee List** from Manor: Underground Facility 2. Investigate the entrance to the home directly above the entrance to Seafront. Return to the manor and report to the client.

## QUEST 59

## The Promised Gift

FROM Completion of XV-15

UNTIL Completion of XX-01

## CLIENT

## Any Boat Landing

Ferryman with the red bag



REQUEST Help find a present for the ferryman's wife

REWARDS 3000 G

## STRATEGY

After accepting the quest from the Ferryman, answer "Her red bag" to his first question, and select each answer in turn for the second question. Get the **Red Jewel?** from the strange-thing store in Facade, then talk to the red bag man's wife in Seafront.

## QUEST 60

## Search for the Shade

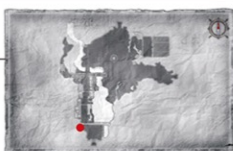
FROM Completion of XVIII-18

UNTIL Completion of XXIII-17

## CLIENT

## Nier's Village

Guard at the southern gate



REQUEST Find and slay the Shade that has infiltrated the town

REWARDS 5000 G

## STRATEGY

Check the northwest riverbank, then return to the southern gate to talk to the child who told you to do so. Check in front of the library, then talk to the villager near the shopping district fountain, the villager walking through the shopping district, and the villagers in front of the weapon shop. Talk to the child again. Kill the Light Brawler atop the hill to the west, then report to the client.

## QUEST 61

## Freesia

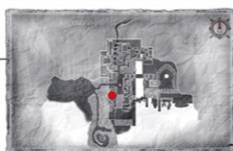
FROM Completion of XVIII-18 &amp; Quest 28

UNTIL Completion of XXIII-17

## CLIENT

## Seafront

Resident above the weapons shop



REQUEST Deliver flowers to Facade

REWARDS 10000 G

## STRATEGY

Bring the **Freesia (Delivery)** to Facade's material shop, then report to the client.

## QUEST 62

## The Despicable Man

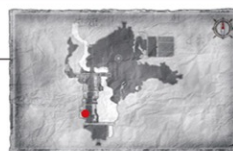
FROM Completion of XIX-17

UNTIL Completion of XXIII-17

## CLIENT

## Nier's Village

Villager near the center of the shopping district



REQUEST Search for a lover who went missing 5 years earlier.

REWARDS 15000 G

## STRATEGY

Talk to the guard at the northern gate. Go to the Forest of Myth, and speak to the villager in the northeast. Speak to a resident at Seafront's canal (past the plaza), a postal worker in front of the post office, and Gideon at the Junk Heap's Two Brothers Weaponry, then report to the client.

## YONAH'S COOKING

Here are the two possible outcomes for Quest 18, "Yonah's Cooking" (ver.1.22...):

- Remind her not to boil it too long. ⇒ "The chunks of meat are so big I don't think they cooked through..."
- Remind her to cut the meat into small pieces. ⇒ "She boiled it so long it's like one big pot of slurry..."

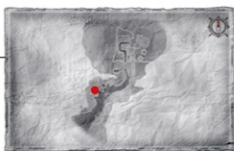
## QUEST 63

## The Shade Army

FROM Completion of XIX-17\*

UNTIL Completion of XXIII-17

## CLIENT

Junk Heap Area  
Gideon at Two Brothers Weaponry

REQUEST Exterminate the Shades occupying the Junk Heap (Required items: 5x Broken Motors, and 5x Broken Batteries)

REWARDS 30000 G

STRATEGY Within the Junk Heap, destroy SG-10 foes for Broken Motors, and SF-11 foes for Broken Batteries. Give them to the client and get **Elevator Parts**. Go to Junk Heap 2F, eradicate all the enemies, and report to the client.

\*Can also be done by other means, such as traveling to Junk Heap 1F.

## QUEST 64

## A Memorable Knife

FROM Completion of XIX-17

UNTIL Completion of XXIII-17

## CLIENT

Seafront  
The tavern keeper

REQUEST Buy an Elite Kitchen Knife at the Junk Heap (Required items: 10x Titanium Alloy)

REWARDS 20000 G

## STRATEGY

Talk to Gideon at Two Brothers Weaponry in the Junk Heap area. Inside the Junk Heap, battle SG-10 or P-32 foes for Titanium Alloy. Give them to Gideon and get the **Elite Kitchen Knife**. Bring it to the client.

## QUEST 65

## Bon Appetit! 2

FROM Completion of Quest 23 &amp; Quest 63

UNTIL Completion of XXIII-17

## CLIENT

Seafront  
The tavern keeper

REQUEST Collect 10x Giant Catfish and 10x Rice to create a new recipe

REWARDS 20000 G

## STRATEGY

Buy Earthworms at the item shop in Nier's Village, and use them to fish up lots of Carp at the fishing spot. Go to the fishing spot on the Eastern Road and use Carp to catch Giant Catfish. Buy Rice at Seafront's grocery (6000 G total) and give everything to the client.

## QUEST 66

## Shadows of the Desert

FROM Completion of XVIII-18, XXII-07, &amp; Quest 36 (Triggered via conversation with client)

UNTIL Completion of XXIII-17

## CLIENT

Desert  
A suspicious masked person in the Desert

NO DATA

REQUEST -

REWARDS 30000 G

## STRATEGY

Talk to the suspicious person near the Desert boat landing three times. You must leave the area and return before speaking to her again; each time she will have moved a bit closer to Facade. Then destroy all the Shades.

## QUEST 67

## A Shade Entombed

FROM Completion of XXII-07

UNTIL Completion of XXIII-17

## CLIENT

Facade  
Masked soldier near the Desert entrance

REQUEST Catch bandits who have been sneaking into the Barren Temple

REWARDS 20000 G

## STRATEGY

Talk to the bandits in front of the Barren Temple. Enter the temple and proceed through it while destroying all the Shades as permitted by the rules. Kill all the enemies in the long room on the east, then leave the Barren Temple and defeat the bandits.

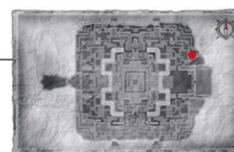
## QUEST 68

## Disturbing the Sleep of Kings

FROM Completion of XXII-07 &amp; Quest 66

UNTIL Completion of XXIII-17

## CLIENT

Facade  
The Masked King atop his mansion

REQUEST Slay the Shades that have been sealed in the Barren Temple

REWARDS "Labyrinth's Song" Two-handed Sword

## STRATEGY

Destroy all of the enemies in all of the sealed Barren Temple rooms, as permitted by the rules. Destroy all of the enemies in the Barren Temple: Hall.

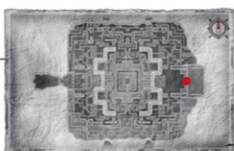
## QUEST 69

## A City Reborn

FROM Completion of XXII-07

UNTIL Completion of XXIII-17

## CLIENT

Facade  
Masked soldier in front of the King's Mansion

REQUEST Acquire 20x Clay, 20x Iron Ore and 20x Logs to rebuild the city.

REWARDS 50000 G

## STRATEGY

Gather Clay, Iron Ore, and Logs in the Southern Plains, and bring them to the client. Alternatively, they can be purchased from the Facade materials shop, the Junk Heap's Two Brothers Weaponry, and the Nier's Village material shop, respectively. (Total cost: 46000 G.)

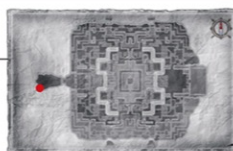
## QUEST 70

## Nightmares and Dust

FROM Completion of XXII-01

UNTIL Completion of XXIII-17

## CLIENT

Facade  
Masked soldier near the desert entrance

REQUEST Investigate a rash of disappearances in the Desert.

REWARDS 30000 G

## STRATEGY

Slay the Heavy Intercept Shooter within the sandstorm, then report to the client.

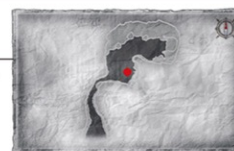
## QUEST 71

## The Magical Stone

FROM Completion of XXII-01

UNTIL Completion of XXIII-17

## CLIENT

Forest of Myth  
Fortune teller in the center of town

REQUEST Acquire a magic stone used for divination.

REWARDS 10000 G

## STRATEGY

Talk to Popola. Go to the Lost Shrine: Roof and defeat the Heavy Intercept Shooter to get the **Eye of Power**, and bring it to the client. Have the client tell your future. Slay all the Shades in Tokyo. Even after clearing the quest, you can still return to Tokyo; the Iron Pipe weapon can be found inside the building.

## YONAH'S COOKING

Here are the two possible outcomes for Quest 18, "Yonah's Home Cooking" (*Gestalt*):

- Remind her not to burn it. ⇒ "The ingredients are recognizable, but... Oh gods. That meat looks almost raw."
- Remind her to cut the meat into small pieces. ⇒ "This stew smells like I pissed in a campfire. Is the meat even in here?"



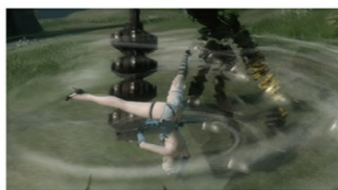
# KAINÉ PLAYBACK

After viewing Ending D, if you start a new game from your saved file, the final path—Ending E—will be open to you. Chronologically, it's a continuation of Ending D, in which you play entirely as Kainé. In this section, we'll introduce you to her moves and break down the game's true final chapter, in which you play through the events of the short story "The Lost World."

## KAINÉ'S ABILITIES

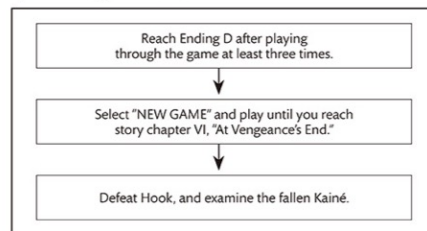
Kainé's combat style is similar to Nier's when he's wielding a one-handed sword, and the two share several attack motions. Since Kainé can't use magic for most of the chapter, she'll be restricted to almost entirely close-range attacks. Her most important and unique combat actions are outlined to the right.

Kainé's chapter will take her to The Aerie, Northern Plains, and the Forest of Myth, but she won't be able to visit other locations or pursue quests.



Kainé plays similarly to Nier wielding a one-handed sword, but with an emphasis on heavy attacks.

### ❖ Entering "The Lost World"



### ❖ Kainé's Core Abilities



#### Attacks

Combos, particularly those involving heavy attack kicks, are at the heart of Kainé's offense.



#### Charge Attacks

These sweep a wide area. When a heavy attack hits, it triggers a spin kick.



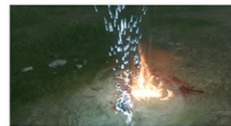
#### Evasion (Dash) Attacks

During dashes, Kainé attacks with a swift roundhouse kick that often staggers foes.



#### Deflect → Combo Barrages

After performing a successful deflection (blocking at the last moment), immediately attack to charge at foes and perform a lightning-fast combo. The heavy attack version is similar to Nier's one-handed sword counter, with a jumping finish you can combo into a helm splitter drop by continuing to press the button.



## STATS/SPECIAL ATTACKS

### ❖ Kainé's Stats Mirror Nier's



Kainé will start "The Lost World" at the same level Nier was during Ending D. She does have slightly less HP and MP, though.

### ❖ Kainé's Special Attacks



#### Whirling #\*&%! Slash

Kainé rises up while slashing in a circle around her. Charging increases the area of attack and vertical height.

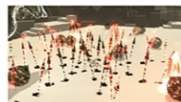


#### Charging #\*&%! Slash

A rapid forward lunge in which Kainé attacks any foe she passes. At the end, it transitions smoothly into a run.

### CHECK! Using Magic After Reuniting With Grimoire Weiss

At point XXVI-35 of the story, Kainé teams up with Weiss and is able to use magic. Use the Magic/Abilities menu to equip your favorite spells. The spells function exactly as they did for Nier, but appear a little different due to a simpler visual design.



## ENEMY DATA

The enemy variants who appear in this chapter are fundamentally the same as the ones you've fought before. The Mk.2 versions of the SG-01 and SG-10 look quite different, but use the same attacks as their Junk Heap equivalents. The only difference is that these don't drop materials.

| SG-01 • MK.2      |                                           |
|-------------------|-------------------------------------------|
| ITEM DROP<br>None |                                           |
| ATTACKS           |                                           |
| Name              | Description                               |
| Stun Gun          | Thrust attack with arm-mounted stun guns. |

| SG-10 • MK.2      |                                          |
|-------------------|------------------------------------------|
| ITEM DROP<br>None |                                          |
| ATTACKS           |                                          |
| Name              | Description                              |
| Magic Bullets     | Fires a forward volley of magic bullets. |

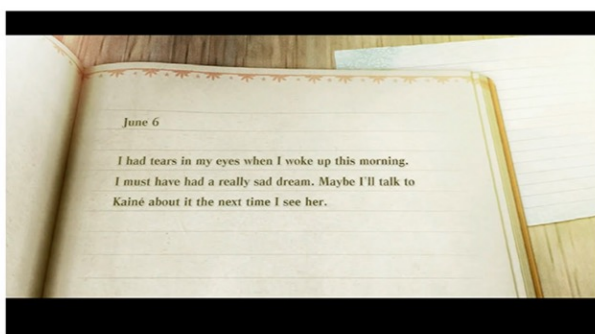
**PLAYBACK KAINÉ: TIPS** From now on, we'll use this section to offer some tips about playing with Kainé. You don't spend long as Kainé, but there are a lot of cool things about playing her that are easy to overlook.

# XXVI The Lost World

Plagued by the feeling she's lost something dear to her, Kainé continues her fight in a post-Shadowlord world.



It's been three years since she slew the Shadowlord and saved Yonah. But Kainé fights on, despite having lost Tyrann and one of her swords. In this chapter, Kainé agrees to enter the Forest of Myth in place of a rescued villager. There, she witnesses a startling spectacle...



This chapter has exclusive Yonah diary entries that can only be seen during this part of the game. Apparently she's feeling Nier's loss too.

## Maps



Northern Plains



Forest of Myth

## Story Progression

| #       | Note  | Description                                         | Map Name               |
|---------|-------|-----------------------------------------------------|------------------------|
| XXVI-01 |       | Awaken at Kainé's home in The Aerie                 | The Aerie              |
| XXVI-02 |       | Go to the Northern Plains (via The Aerie)           | Northern Plains        |
| XXVI-03 |       | Defeat Shades in the Northern Plains                | Northern Plains        |
| XXVI-04 |       | Cross the bridge to Yonah's Village                 | Northern Plains        |
| XXVI-05 |       | Rescue the guard being attacked by Shades           | Northern Plains        |
| XXVI-06 |       | Talk to the guard                                   | Northern Plains        |
| XXVI-07 |       | Go to the Forest of Myth (via the Northern Plains)  | Forest of Myth         |
| XXVI-08 |       | Travel to the heart of the Forest of Myth           | Forest of Myth         |
| XXVI-09 |       | Destroy all the machines                            | Forest of Myth         |
| XXVI-10 |       | Enter the Divine Tree (via the Forest of Myth)      | Forest of Myth         |
| XXVI-11 |       | Destroy all the machines in the passage             | Divine Tree Interior A |
| XXVI-12 | MOVIE | "The Twins"                                         | Divine Tree Interior A |
| XXVI-13 | BOSS  | Defeat the War Machine Replica                      | Divine Tree Interior A |
| XXVI-14 | MOVIE | "Decisive Measures"                                 | Divine Tree Interior A |
| XXVI-15 |       | Continue deeper into the Divine Tree                | Divine Tree Interior A |
| XXVI-16 | MOVIE | "An Army of Replicas"                               | Divine Tree Interior A |
| XXVI-17 | BOSS  | Defeat a certain amount of Kainé Replicas           | Divine Tree Interior A |
| XXVI-18 | BOSS  | Battle Kainé Replicas for a set amount of time      | Divine Tree Interior A |
| XXVI-19 | MOVIE | "Reunion with Emil"                                 | Divine Tree Interior A |
| XXVI-20 | BOSS  | Defeat a certain amount of Kainé Replicas           | Divine Tree Interior A |
| XXVI-21 | MOVIE | "The Interior Door"                                 | Divine Tree Interior A |
| XXVI-22 |       | Go through the door to Divine Tree Interior B       | Divine Tree Interior B |
| XXVI-23 |       | Enter the heart of the underground void             | Divine Tree Interior B |
| XXVI-24 |       | Attack the server core                              | Divine Tree Interior C |
| XXVI-25 | BOSS  | Destroy the server core                             | Divine Tree Interior C |
| XXVI-26 | MOVIE | "Just Die Already!"                                 | Divine Tree Interior C |
| XXVI-27 |       | Proceed Into Divine Tree Interior D                 | Divine Tree Interior D |
| XXVI-28 |       | Destroy the black core and defeat data Shade foe(s) | Divine Tree Interior D |
| XXVI-29 | BOSS  | Destroy the black core and defeat data Shade foe(s) | Divine Tree Interior D |
| XXVI-30 | BOSS  | Destroy the black core and defeat data Gretel       | Divine Tree Interior D |
| XXVI-31 | MOVIE | "Bitter Memories"                                   | Divine Tree Interior D |
| XXVI-32 | BOSS  | Defeat Data Hook (part 1)                           | Divine Tree Interior D |
| XXVI-33 | BOSS  | Defeat Data Hook (part 2)                           | Divine Tree Interior D |
| XXVI-34 | MOVIE | "Memories to Ashes"                                 | Divine Tree Interior D |
| XXVI-35 | MOVIE | "Reunion with Grimoire Weiss"                       | Divine Tree Interior D |
| XXVI-36 | BOSS  | Defeat Data Hook (part 3)                           | Divine Tree Interior D |
| XXVI-37 | MOVIE | "A Possible Future"                                 | Divine Tree Interior D |
| XXVI-38 |       | Examine the fallen Nier                             | ???                    |
| XXVI-39 |       | Answer "yes" to all questions, and enter their name | ???                    |
| XXVI-40 | MOVIE | "A Memory Reborn"                                   | ???                    |
| XXVI-41 |       | Ending E                                            | ???                    |

## Enemy Data

| Area                 | Enemy Name                  | Lvl. | HP    | EXP Value |
|----------------------|-----------------------------|------|-------|-----------|
| Northern Plains      | Swift Striker               | 28   | 7536  | 600       |
|                      | Swarm Swordsman             | 28   | 11305 | 1000      |
|                      | Swarm Swordsman (Armored)   | 28   | 11305 | 1200      |
|                      | Light Shooter               | 28   | 11305 | 750       |
|                      | Light Shooter (Armored)     | 28   | 11305 | 780       |
|                      | Heavy Striker (Guard)       | 28   | 20349 | 1200      |
|                      | Heavy Striker (Armored)     | 28   | 20349 | 1440      |
|                      | Heavy Megastriker (Armored) | 28   | 20349 | 2000      |
|                      | Swift Swordsman (Armored)   | 28   | 29017 | 1920      |
|                      | Raid Caster                 | 28   | 29017 | 1600      |
|                      | Raid Caster (Armored)       | 28   | 29017 | 1920      |
|                      | Ultraheavy Raider (Armored) | 28   | 94211 | 15000     |
| Forest of Myth       | SG-01 • Mk.2                | —    | 12000 | 500       |
|                      | SG-10 • Mk.2                | —    | 12000 | 500       |
|                      | SG-01 • Mk.2                | —    | 16000 | 500       |
|                      | SG-10 • Mk.2                | —    | 16000 | 500       |
| Divine Tree Interior | Swift Striker               | —    | 10000 | 0         |
|                      | Heavy Striker               | —    | 15000 | 0         |
|                      | Light Shooter               | —    | 1     | 0         |
|                      | Swift Swordsman             | —    | 15000 | 0         |

## PLAYBACK KAINÉ: TIPS

The "Daredevil" trophy/achievement can only be earned while controlling Kainé. Move the camera to try to see Kainé's underwear, and hold the camera there for a while; you'll see Kainé restore the camera direction. Repeat this over and over to earn the trophy/achievement, but save the game first—it's a game over.



## KAINÉ PLAYBACK: TIPS AND STRATEGIES

### XXVI-05 Get Used to Playing as Kainé

Clouds have fallen over the Northern Plains, and the Shades are out in force. There aren't many locations you can visit, and only a limited amount of enemies to fight. At this point, focus on getting used to Kainé's controls and leveling up if necessary. You can collect lots of useful recovery items on the bridge to the Junk Heap that will make the battles ahead significantly easier.

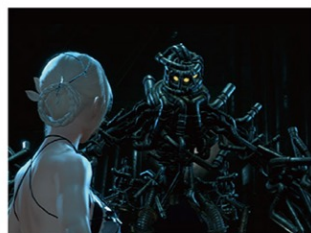


The enemies in the Northern Plains are at very high levels, so even battling the weaker ones will level you up quickly.

### XXVI-11 Gather Items as You Proceed

Inside the Divine Tree, you'll find a one-way passage that has a lot of twists and turns. Don't miss the boxes full of recovery items in the corners of its larger, room-like chambers.

#### VS War Machine Replica



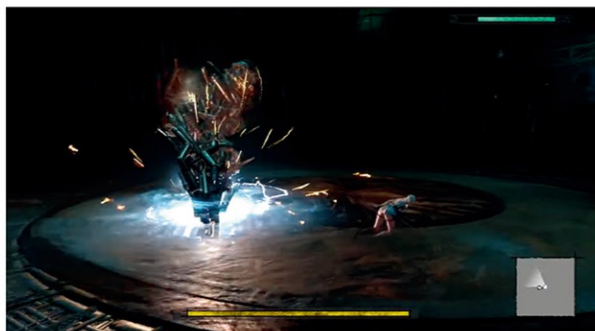
| STATS                  |        |
|------------------------|--------|
| HP                     | 300000 |
| Power                  | 18500  |
| Magic Power            | 2000   |
| Magic Defense          | —      |
| Guard Break            | —      |
| Guard Break Durability | —      |
| EXP Value              | 25000  |

#### ATTACKS

| Name             | Description                                                                    |
|------------------|--------------------------------------------------------------------------------|
| Stun Gun         | Sweeps its arms in a forward strike.                                           |
| Electrical Field | Generates an electric field centered on its left leg.                          |
| Electrical Slash | Stomps ground with right leg, attacking with electricity in all directions.    |
| Lunging Strike   | Performs high-speed charge at the player, firing electric waves from its arms. |

### XXVI-13 Stay Close to Keep the Lunging Strikes Away

The War Machine Replica fights similarly to the P-32 in the Junk Heap. You can't rely on magic this time, so circle around your foe at close range, striking with jump attacks when it begins one of its stomp motions. If you try to backstep away, it will perform a Lunging Strike to close the distance. If you see it preparing to charge at you, roll to the side or block the attack.



The Lunging Strikes it performs after backsteps are fast, so you won't be able to evade them at walking speed. Master the evasion timing.

#### VS Replica Kainé



| STATS                  |            |
|------------------------|------------|
| HP                     | 5000/20000 |
| Power                  | 2000       |
| Magic Power            | 2000       |
| Magic Defense          | —          |
| Guard Break            | —          |
| Guard Break Durability | —          |
| EXP Value              | 500/600    |

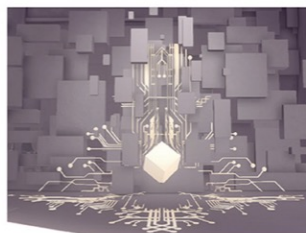
#### ATTACKS

| Name           | Description                                                                     |
|----------------|---------------------------------------------------------------------------------|
| Slash Combo    | Performs up to six close-range attacks.                                         |
| Kick           | [Enhanced model only] A series of three kicks with a powerful knockback effect. |
| Spinning Slash | [Enhanced model only] A spinning slash performed while moving forward.          |

### XXVI-17 Stay Moving to Avoid Being Surrounded

The key to the Replica Kainé fight is to not let the replicas overwhelm you. They're easily beaten if fought one at a time, but they can cut your HP bar to ribbons if they surround you. Focus on attacking out of dashes and using Charging #\*&%! Slash to maintain your offense while staying in motion.

#### VS Server Core



| STATS                  |       |
|------------------------|-------|
| HP                     | 80000 |
| Power                  | —     |
| Magic Power            | —     |
| Magic Defense          | —     |
| Guard Break            | —     |
| Guard Break Durability | —     |
| EXP Value              | —     |

#### ATTACKS

| Name                  | Description                                                          |
|-----------------------|----------------------------------------------------------------------|
| Records of the Lost   | Alternating barrages of magic bullets in three wide horizontal rows. |
| Records of Violence   | Fires player-seeking orbs that spray bullets in a spiral pattern.    |
| Unforgettable Records | Performs the above attacks simultaneously.                           |

### XXVI-25 Face Shadowlord-esque Waves of Bullets

Whenever you break the attack gauge of the server core, it fires a barrage of bullets in a different pattern. Some are reminiscent of the bullet patterns used by the Shadowlord in XXIV-11, so those strategies may prove useful here.



The initial attack has bullets in horizontal rows. You can run around them, evade through them, or jump over them.

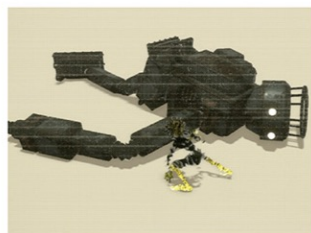


The third pattern combines the rows of bullets with ones that pursue the player. Run wide to the sides of the seeker orbs while jumping over the bullet rows.

#### PLAYBACK KAINÉ: TIPS

Due to the rise in Shade activity, the waterways are no longer usable, and thanks to rampaging robots, the Junk Heap has been sealed off. Destroying the Shadowlord seems not to have brought peace to the world after all.

## VS Data Kalil



| STATS                  |      |
|------------------------|------|
| HP                     | 3000 |
| Power                  | 5    |
| Magic Power            | 1    |
| Magic Defense          | —    |
| Guard Break            | 10   |
| Guard Break Durability | —    |
| EXP Value              | —    |

## ATTACKS

| Name       | Description                                      |
|------------|--------------------------------------------------|
| Split Self | Creates 14 duplicates of itself that can attack. |

## VS Data Gretel



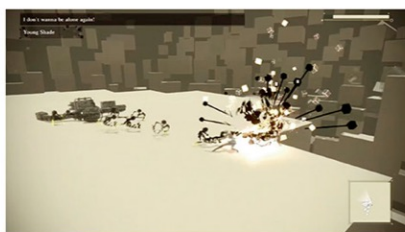
| STATS                  |        |
|------------------------|--------|
| HP                     | 280000 |
| Power                  | 18000  |
| Magic Power            | 50     |
| Magic Defense          | —      |
| Guard Break            | 50     |
| Guard Break Durability | 200    |
| EXP Value              | —      |

## ATTACKS

| Name           | Description                                                           |
|----------------|-----------------------------------------------------------------------|
| Downward Chop  | An overhead forward swing.                                            |
| Side Slice     | A forward horizontal sweep.                                           |
| Power Strike   | Swings down with sword and simultaneously summons a barrage of rocks. |
| Body Slam      | A forward jump that emits an expanding circular shockwave on impact.  |
| Power Dash     | Charges energy, then lunges forward at high speed.                    |
| Spit Bullets A | Fires a forward barrage of magical bullets.                           |
| Spit Bullets B | Fires a series of magical bullets in three directions.                |
| Spin Attack    | Extends weapon to side, then charges forward while spinning.          |

## XXVI-28 TO XXVII-30 Some Shades Possess Enhanced Attacks

Every time you destroy a black core, you'll have to fight a variety of Shades from earlier in the game. Most of these data versions behave similarly to their previous Shade incarnations, but a few like Data Kalil (XIX-14) and Data Gretel (XV-07) will require new tactics to beat, thanks to them possessing enhanced attacks and Kainé having no choice but to fight at close range.

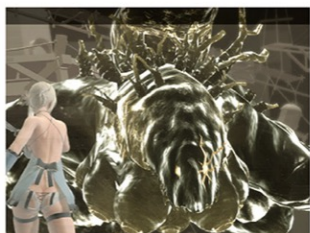


Data Kalil now makes a whopping 14 copies of himself. Quickly move in to attack the original.

You can't fight Data Gretel with magic, so move parallel to it at close range, and try to evade its attacks and slip behind it.



## VS Data Hook



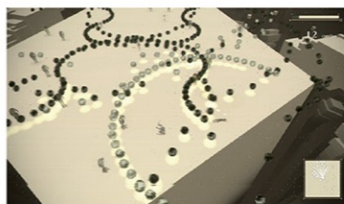
| STATS                  |         |
|------------------------|---------|
| HP                     | 1000000 |
| Power                  | 28000   |
| Magic Power            | 2000    |
| Magic Defense          | —       |
| Guard Break            | 30      |
| Guard Break Durability | —       |
| EXP Value              | —       |

## ATTACKS

| Name            | Description                                                                         |
|-----------------|-------------------------------------------------------------------------------------|
| Lunge           | Used in XXVI-32 only. Performs a forward charging attack.                           |
| Glitch Stomp    | Stomps left and right forefeet one time each, generating shockwaves.                |
| Teleport        | Teleports to a different one of its five possible positions.                        |
| Spit Shades     | Spits small Shades out of its mouth, then performs Illusion Breath attack.          |
| Illusion Breath | Uses a breath attack that shows illusions, then performs Corrupted Past.            |
| Corrupted Past  | Illusory villagers fire geometrical patterns of magic bullets.                      |
| Tail Strike     | An attack gauge appears on its tail. If not destroyed, performs unblockable attack. |
| Glitch Stomp+   | Used in XXVI-36 only. Left and right forefeet stomp twice each, making shockwaves.  |
| Lunar Tear      | Hook fires a barrage of magic bullets in an undulating pattern at the player.       |

## XXVI-32 Destroy Nearby Villagers to Reduce the Bullets

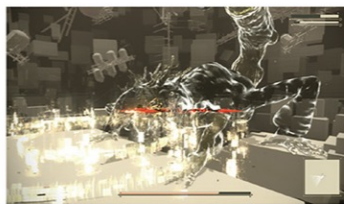
Data Hook's Illusion Breath leads to the "Corrupted Past" attack in which illusory villagers fire magic bullets at you. Wipe out nearby villagers to protect yourself, then use jumps or evasion to avoid the bullets fired from afar.



Once you've eliminated the nearby villagers, the quantity of bullets should be manageable enough to dodge effectively.

## XXVI-36 Buy Yourself Time to Dodge the Shockwaves

Glitch Stomp+ is a long attack that's difficult to dodge. The first shockwave can be jumped over as normal, but you'll need double-jumps combined with midair attacks to buy yourself enough time to avoid the subsequent shockwaves.



The move's final attack consists of two overlapping shockwaves that are hard to jump. Aim to land only after the first and second stages of the attack.

## CHECK!

## Earn Kainé's Sword on Your Next Playthrough

If you selected "Yes" and revived your save file during Ending E, you can boot it up again to start a new playthrough. When you first reach The Aerie, you can search in Kainé's house to get her weapon, the powerful Kainé's Sword.



Kainé's Sword is a one-handed sword with 999 Attack Power. Enhance it at the Junk Heap to give it similarly strong Magic Power.

## PLAYBACK KAINÉ: TIPS

Just like Nier, if you let Kainé stand idle for a little while, she'll perform some unique animations. Fans may recognize the poses she strikes as being from classic NieR Gestalt and NieR Replicant promotional art.



## THE ABYSS OF NIER—PART 3

A deeper dive into the game's enemy characters. Learn what each of your foes is fighting for!

### ● HANSEL & GRETEL

The two Shades who guard Grimoire Weiss at the Lost Shrine fight as one. They have unconditional trust and faith in each other, and take great pride in their duty as guardians of Grimoire Weiss. After Hansel was slain by Nier, Gretel descended into madness for a long time. However, Gretel was surrounded by small Shades that the pair had, in their pride, once regarded with contempt. The Shades treated Gretel with such kindness that it gradually became ashamed of its past arrogance. Ultimately Gretel came to see the smaller Shades as friends, and vowed to become strong again in order to defend them. However, when Nier came to the Lost Shrine in search of clues, Gretel was slain alongside the smaller Shades it had vowed to protect. Hansel and Gretel were named after the titular characters of the Grimm's fairy tale.



### ● HOOK

Kainé is obsessed with getting revenge against this Aerie-area Shade, who brutally murdered her grandmother. This Shade was born from the fusion of multiple Gestalts, which swelled its ego and made it so cruel as to seek not only to slaughter Replicants, but to attempt to desecrate its victims' memories as well. As its awareness of itself as an individual being has thoroughly broken down, it is in a fully berserk state. It was named after the pirate Captain Hook from the story of Peter Pan.



### ● WENDY

After Kainé's resurrection, this is the giant Shade that Nier battles upon his first return to The Aerie in many years. Like Hook, it is an amalgamation of Gestalts, but its sentence is formed in part by Replicants as well, who were only supposed to have the most rudimentary of quasi-personalities. As a result, it has no concept of self or reason, and is barely able to communicate. It has become a ball of hatred that moves while spitting out words like curses, driven by a strong impulse to kill. It was named after the heroine from the story of Peter Pan.



### ● DEFENSE SYSTEM: GEPPETTO

VA: Mai Kadowaki / Wendee Lee  
The giant security system at the heart of the Junk Heap was once an ordinary machine that performed durability testing on weaponry and robots manufactured at the military plant. Over the years it has begun to degrade, and now immediately activates in response to the presence of intruders and initiates durability tests against them, even if they are Gestalts or Replicants. It was named after

Geppetto, the watchmaker father of Pinocchio in *The Adventures of Pinocchio*.

### ● KALIL

VA: Kaoru Akiyama  
Kalil is a juvenile Gestalt who fled into the Junk Heap to hide from Replicant Shade hunters. His mother sacrificed herself to save him, and was killed by the pursuing Replicants. Still a young and innocent child, Kalil met a robot named P-33 and befriended it for companionship. Kalil was called "Cleo" in the Japanese versions, named after the goldfish that appears in *The Adventures of Pinocchio*.



### ● P-33

VA: Hiroki Yasumoto / Robbie Daymond  
P-33 is a Junk Heap defense robot that faithfully pursues its security duties. After Geppetto's destruction left P-33 confused about what its duty was, it encountered Kalil by chance. Kalil taught P-33 all sorts of things, and P-33 found itself touched enough by the young Shade's innocence that "Protect Kalil" became its primary objective. As you might imagine, P-33 was not used to dealing with children, and goes so far as to avoid any sudden movements in his presence to avoid accidentally hurting him. The "P" in its model number stands for "Pinocchio" from *The Adventures of Pinocchio*.



### ● SLEEPING BEAUTY

This strange tree in the mist and mystery-shrouded Forest of Myth afflicts people with the Deathdream. In truth, the tree is a Maso-particle-fueled network computer that is sharing veiled information that conceals deeper truths. Its storage network was cut off from the outside when the world fell into ruin, but it continues to maintain it indefinitely. Its name comes from the fairy tale of Sleeping Beauty.

### ● SHAHRIYAR

Shahriyar is a being enshrined at the heart of the desert's Barren Temple. It serves to determine if a member of the nobility is fit to be king, and bestows The King's Mask upon the worthy. When the previous king dies, his mask is relinquished. This stone statue fights as if it had a human mind, perhaps possessed by a Gestalt. The trial is apparently designed such that when a candidate for the throne defeats Shahriyar, it is revived when the next candidate attempts the trial. Shahriyar is named for the Persian king Shahriyar who appears in *One Thousand and One Nights*. It is interesting that the name of a foolish king who marries and then executes countless women is used in the game for a being who selects kings.

### ● WOLF PACK LEADER: ROC

Roc leads the pack of wolves who live in the desert. Possessed of both majesty and high-mindedness, his rules hold the pack together. Thirteen hundred years ago, this wolf was a dog being kept by an old man he thinks of as "grandfather." Roc was given the Gestalt process in grandfather's place, granting him eternal life. Because of his cherished memories from when he was grandfather's pet, Roc seeks to live a peaceful life and refrain from battling Replicants, who share that same human form of his grandfather. However, he understands that those same Replicants took his home from him and have killed his brethren. Ultimately, he declares that both cannot coexist, and leads his pack to a final battle against the Replicants.

His name comes from the giant bird Sinbad encounters in *One Thousand and One Nights*.



### ● GRIMOIRE RUBRUM

Rubrum slumbers away deep in the heart of Emil's manor. As with all Grimoires, within it is sealed a Gestalt, which is the source of its powerful magical abilities. However, unlike Grimoire Weiss and Noir, it hasn't been programmed to speak or comprehend human speech, and its powers are limited to little more than supporting the programs of those two volumes. Its name comes from the Latin word for "red."

### ● JACK, THE KNAVE OF HEARTS

An amalgam of numerous Gestalts, Jack has lost any sense of self or individuality, and is now driven primarily by murderous impulses. The one thing it does remember is the mission given to it by the Shadowlord: "Bring Yonah to me." Due to its unquenchable vitality—once slain it simply rises again and again—it was able to advance to the library where Yonah was hiding. Its name comes from one of the Queen of Hearts's card soldiers in *Alice in Wonderland*.



### ● GOOSE

The Gestalt babies and their parents that make up this amalgamated Shade are not in relapse, and continue to possess intelligence and resolve. But they burn with anger over Nier and his companions, who have cruelly murdered so many of their brethren. It is able to repeatedly revive itself due to the sheer volume of Gestalts it contains, but it is not immortal. Its name is derived from the Mother Goose fairy tales.



### ● LOUISE

VA: Aoi Yuuki / Erin Fitzgerald  
Louise is a Shade prepared by Devola and Popola in order to stop the Shadowlord in the event he stopped cooperating with their plans. She arrived in the region where Nier and the others live via an adrift ship that washed ashore in Seafront. The ship had been a slaving vessel, and Louise had been treated cruelly while upon it.

Louise did not originally attack and consume people, but during her time as a slave, she was told that she could become human by consuming humans. She later decided to test that theory in order to live with the postman.

When she finally encounters Devola's party, who've come to Seafront to investigate a rash of missing persons, they fight. Louise's power is overwhelming, so much so that she can even regenerate herself in sunlight, and she manages to drive Nier and his companions to the brink of death in battle. At one point, Devola and Popola are heard saying that "she doesn't have a receptacle, so she can't become human no matter how badly she wants to." This suggests that Louise was an artificially created Gestalt who never had a corresponding Replicant.

Louise is named after Louise Collin, a girl courted by "The Little Mermaid" author Hans Christian Andersen. She did not reciprocate his interest.

GRIMOIRE EXPIATION: REVISED EDITION  
PROJECT GESTALT & REPLICANT SYSTEM  
**CONCEPT ART & MORE**





## 72

FILES

## CONCEPT ART (VER.1.22...)

This section includes an assortment of new illustrations drawn for the upgraded version of *NieR Replicant*. In addition to materials created for the Little Mermaid and Lost World scenarios, you'll find charming character illustrations and sketches, as well as reference art used as the basis for some of the upgraded graphics in the game.

## ILLUSTRATION CREDITS:

01–25 and 27–34 by Koda Kazuma; 26 by Koda Kazuma and Kimihiko Fujisaka; 35–41 by Akihiko Yoshida; 42 by Toshiyuki Itahana; 43–45 and 53–66 by Kimihiko Fujisaka; 67–70 by Yuki Watabe; 71 and 72 by Yuya Nagai.

## LOCATION CONCEPT ART



[01] Tokyo



[02] Supermarket

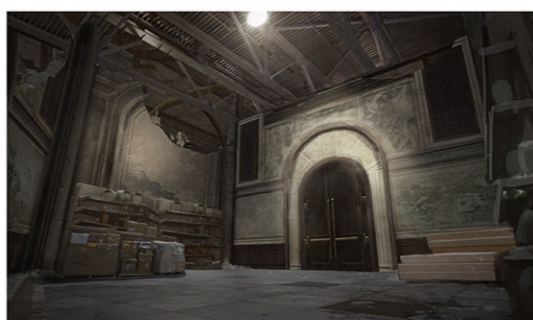




**[03]** Lost Shrine: Exterior



**[05]** Library



**[04]** Lost Shrine: Interior



**[06]** Protagonist's Village: Shopping District





【07】 Northern Plains



【08】 Northern Plains: Bridge



【09】 Junk Heap



【10】 Forest of Myth





**[11]** The Aerie



**[12]** The Aerie (Destroyed)



**[13]** Kainé's House

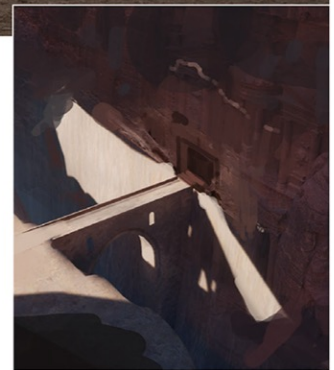




**[14]** Gates to Facade



**[16]** Desert



**[15]** Facade Entrance Area



**[17]** Facade





**[18]** Barren Temple



**[19]** Barren Temple: Hall



**[20]** Eastern Trail





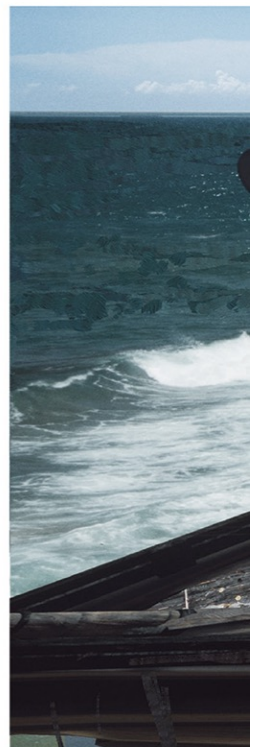
[21] Shipwreck



[22] Shipwreck: Interior 1



[23] Shipwreck: Interior 2







[24] Seafront: Lighthouse



[25] Seafront: Shopping District



[26] The Little Mermaid Combat Scene





[27] Shadowlord's Castle: Interior



[28] Shadowlord's Castle: Bedroom



[29]  
Shadowlord's  
Castle: Garden



[30]  
Shadowlord's  
Castle: Stage





[31] Forest of Myth: Inside the Great Tree



[32] Kainé Replica 1



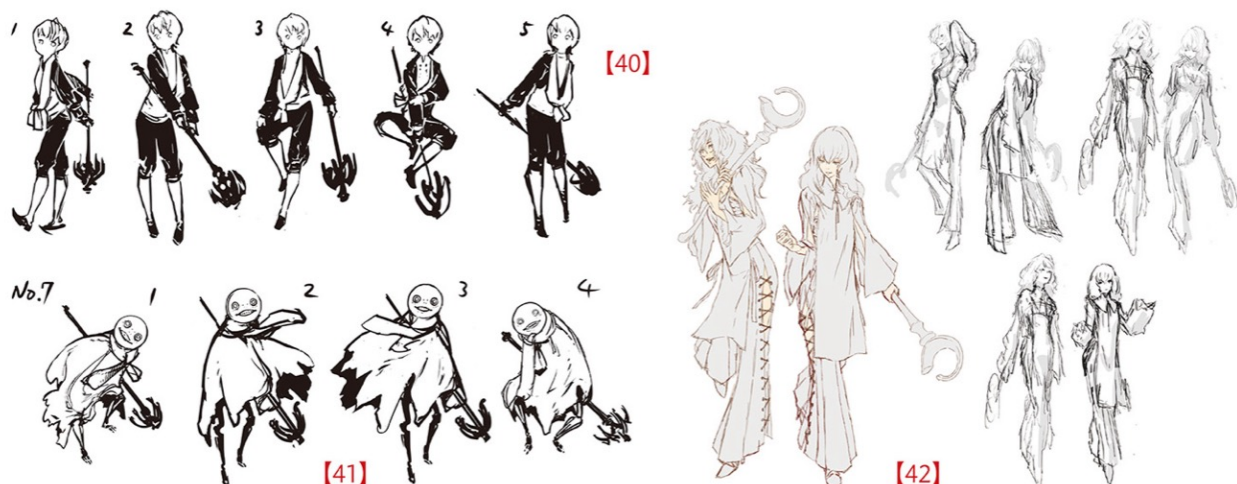
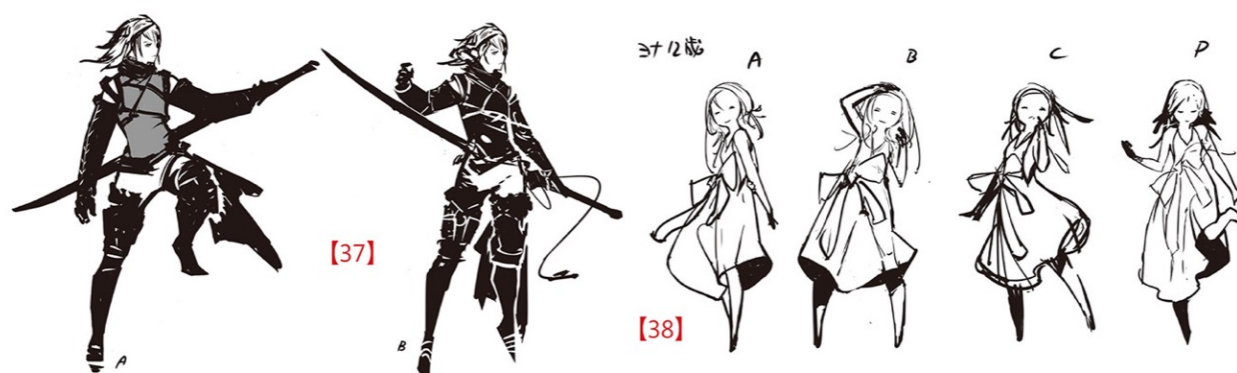
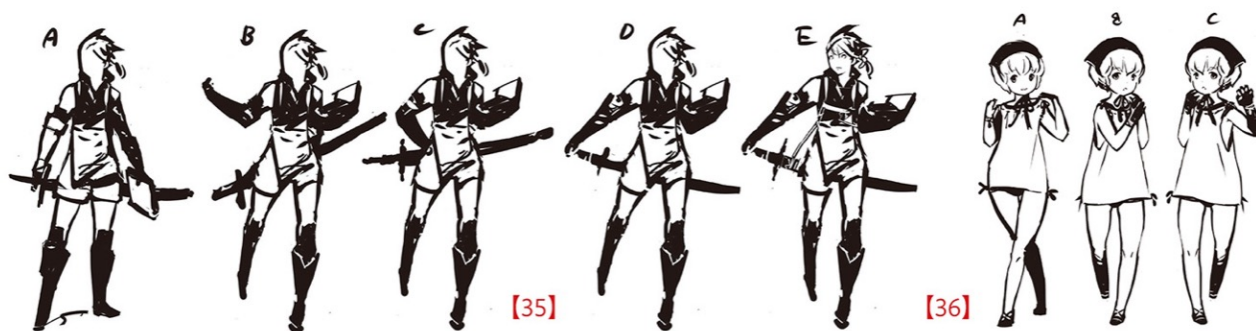
[33] Kainé Replica 2



[34] The Lost World



## CHARACTER SKETCHES



## IMAGE NOTES

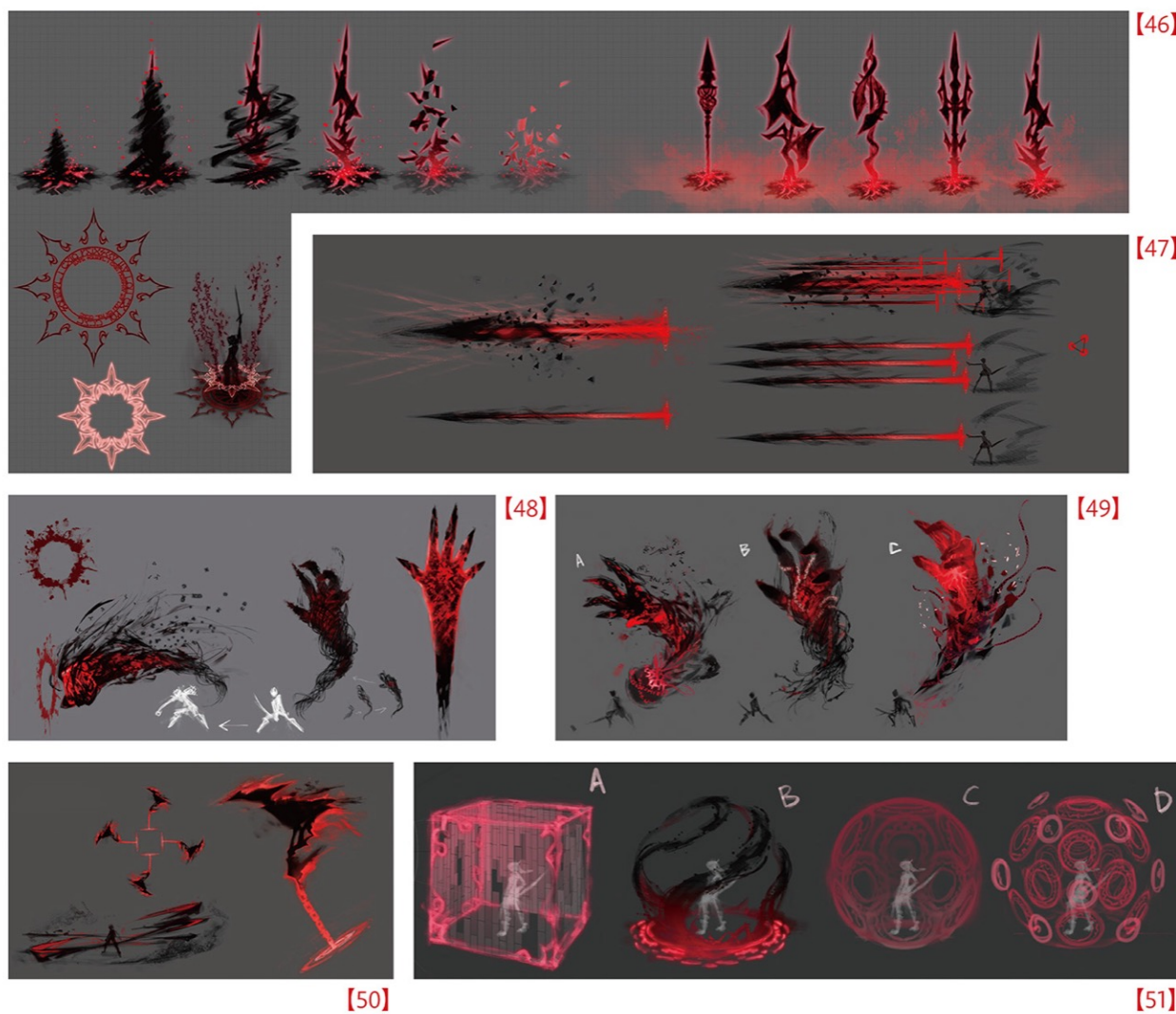
- [35] Sketches of the Act I protagonist, focused on his wielding both a sword and Grimoire Weiss.
- [36] Sketches of Act I Yonah, showing her innocent and curious nature.
- [37] Sketches of the Act II protagonist.
- [38] Sketches of Act II Yonah, ranging from ones showing movement to ideas for a demure, ladylike version.

- [39] Kainé sketches. Different poses were created to find ones that convey her vigorous style of movement.
- [40] Emil sketches. The way he moves his feet hints at his sensitive nature.
- [41] Sketches of Number 7. The fluid posing suggests he's floating through the air.
- [42] Sketches of Devola and Popola. You get a sense of their closeness to each other through their eyelines and proximity.

- [43] Sketches of the King of Facade. The one that shows his expression ended up being used.
- [44] Fyra sketches.
- [45] A sketch of the man who appears in "15 Nightmares." He looks the same as the "Father Nier" protagonist of NieR Gestalt.



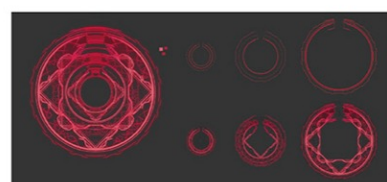
## MAGIC EFFECT DESIGNS



### IMAGE NOTES

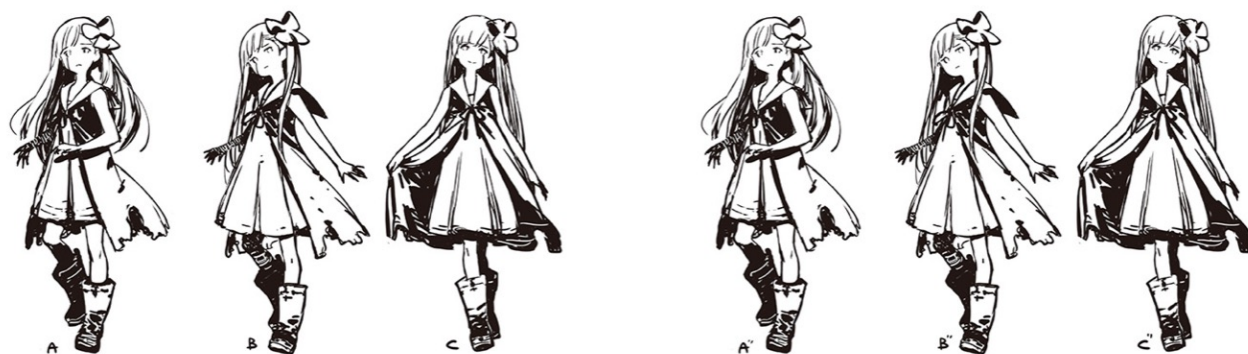
- [46] The stages of Dark Execution, from the emergence of the seal, to the attack, to the disappearance. There are five spear designs.
- [47] A diagram of how the difference in power of Dark Gluttony projectiles is expressed based on charging time.
- [48] Designer's note: The design of the Dark Hand was meant to evoke a red hand throbbing like a red blood cell wrapped in dark string.

- [49] Initial Dark Hand design proposals.
- [50] You can see the detail of the four chain-bound blades that spin around the protagonist in Dark Whirlwind.
- [51] Early design proposals for Dark Wall's magic barrier.
- [52] A diagram showing how charging time affects the Dark Wall seals.

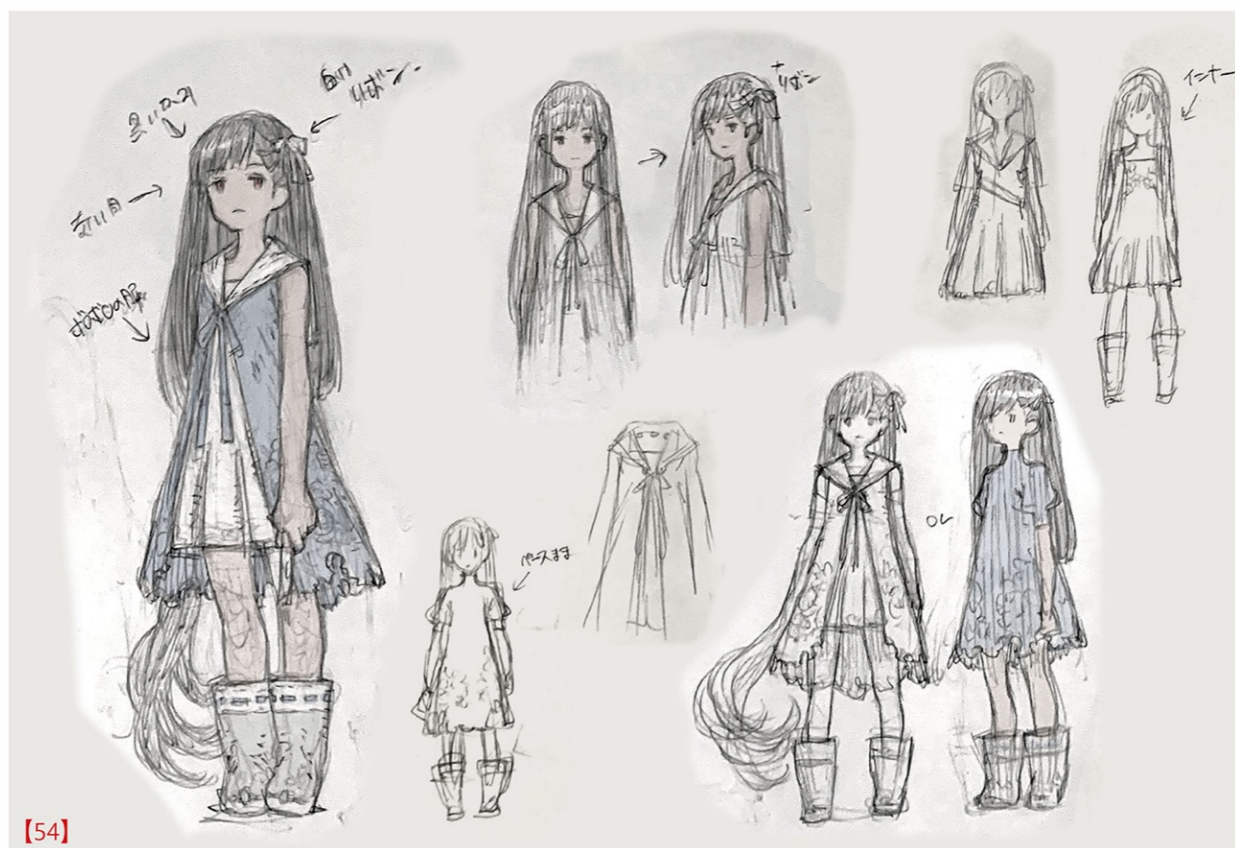
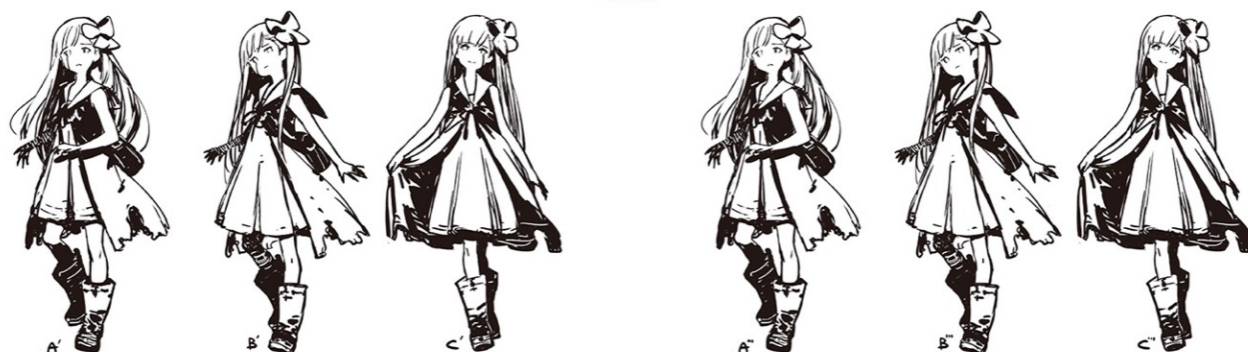


[52]





[53]



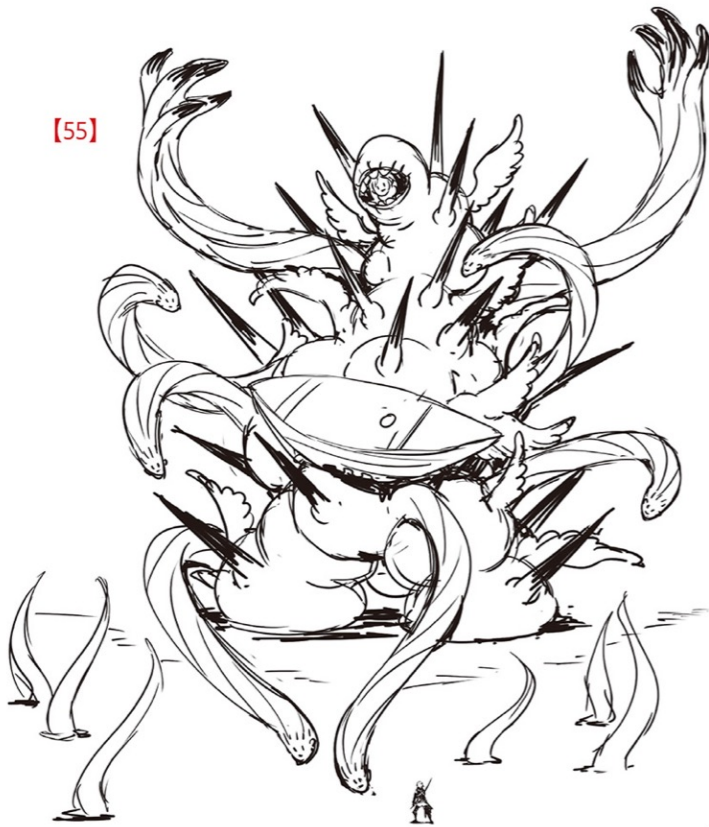
[54]

## IMAGE NOTES

- [53] Louise sketches.
- [54] Initial Louise sketch that incorporates what few specific details were mentioned in the original story.
- [55] Full-body sketch of "The Little Mermaid" boss when it emerges from the water.
- [56] Sketch of battling the boss from the ship's deck. You can see Louise's face in the upper part of its body.
- [57] Louise's upper body appearing from sketch 55 to attack with sound waves.

- [58] A sketch of the small tentacles that attack in the ship's interior.
- [59] A diagram showing how the tentacles turn into spears and shoot out.
- [60] A sketch showing the detail on a larger tentacle.
- [61] The initial proposal for "The Little Mermaid" boss, with the idea that the body emerges from the egg-like thing at the center.
- [62] The second proposal, in which thick tentacles support the central body. It attacks with thorns and numerous smaller tentacles.

[55]



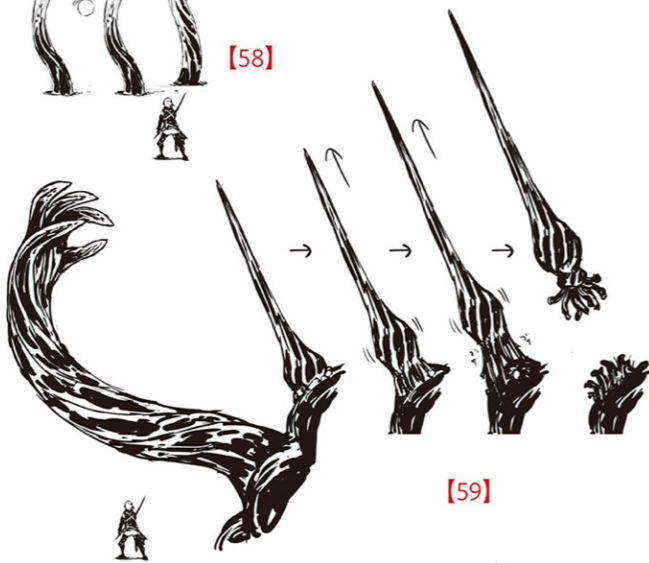
[56]



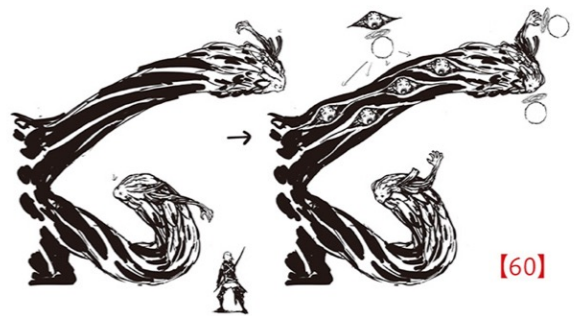
[58]



[57]



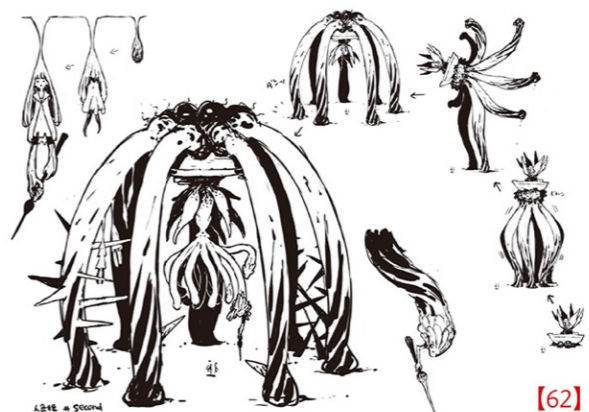
[59]



[60]

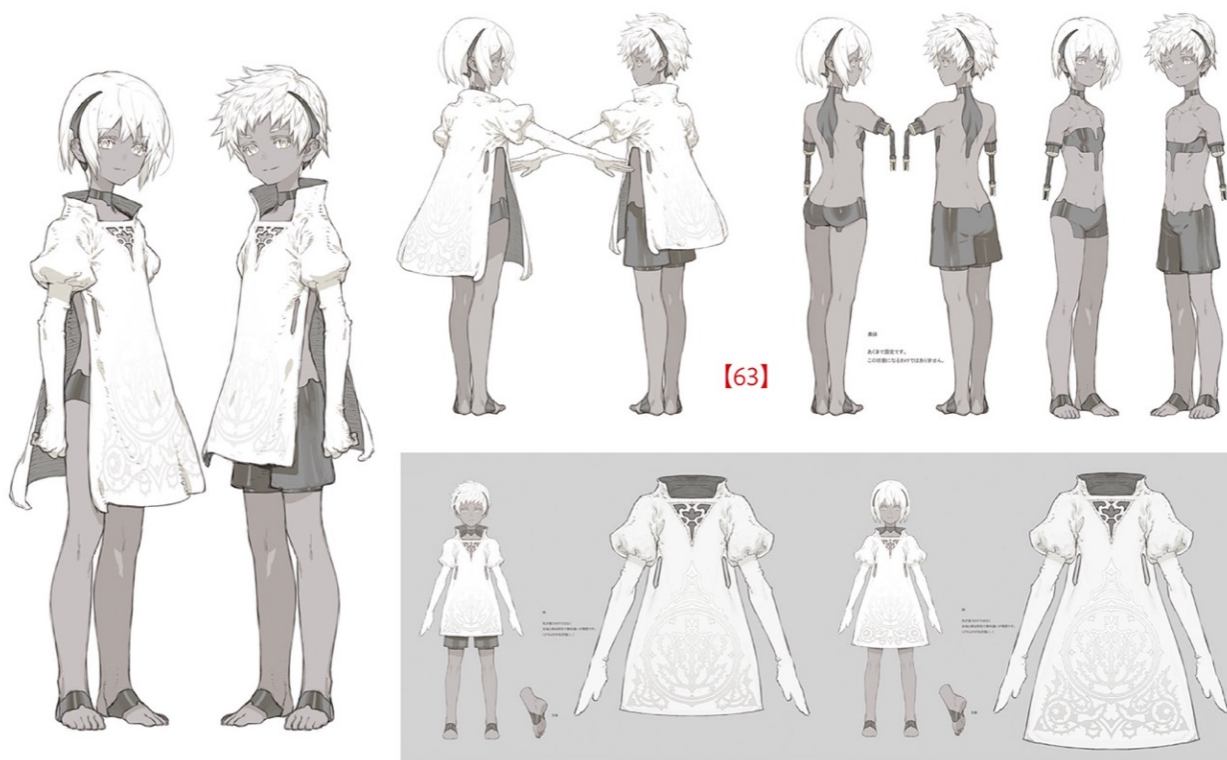


[61]



[62]





[64]



[65]

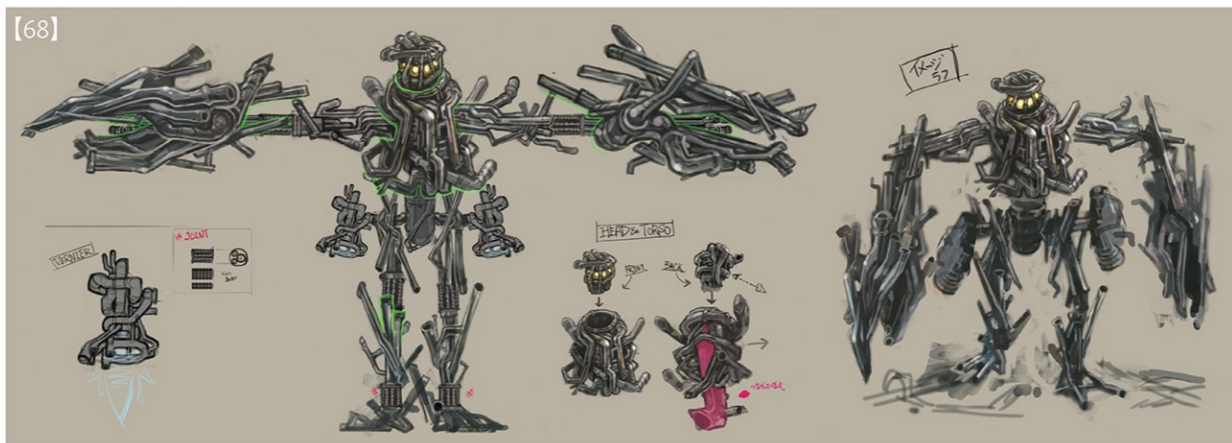
[66]

## IMAGE NOTES

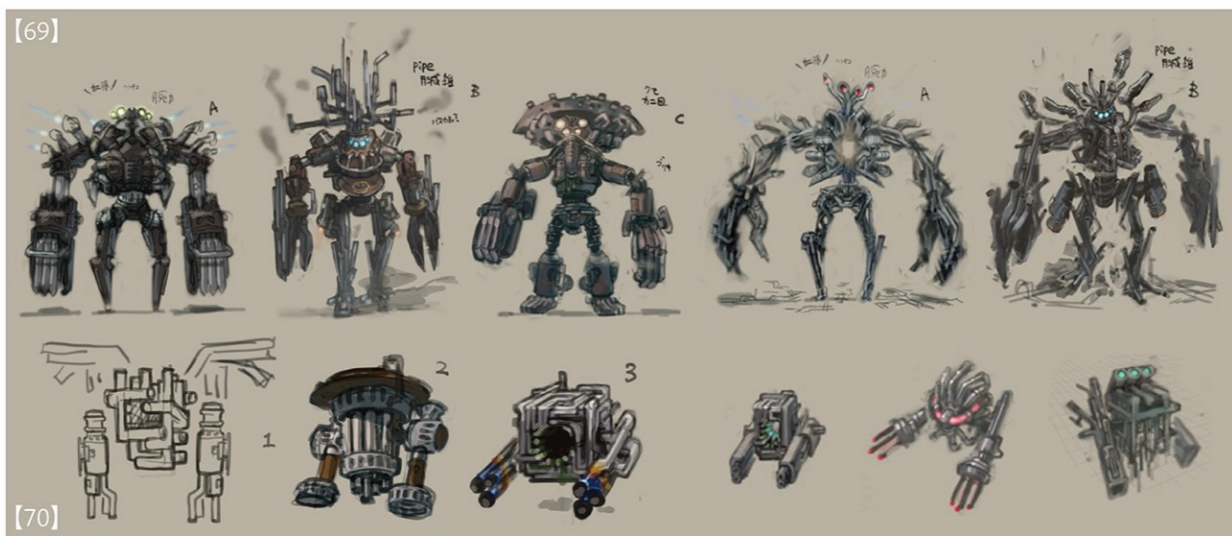
- [63] The character sheet for the twins from "The Lost World."
- [64] The clothes the twins wear. They're the same color, pattern, and material, but the sleeves, lengths, and collars differ.
- [65] Early art of the boy administrator based on his depiction in the short story.
- [66] Initial proposals for the twins' poses and costumes, some with elements reminiscent of A2.
- [67] The machine enemies the player fights at the entrance to the tree in "The Lost World." Long-range model on the left, short-range model on the right.
- [68] Sketch of the larger enemy the player fights within the great tree.
- [69] Various initial proposals for the larger enemy, spanning everything from an assemblage of pipes to designs with a steampunk flavor.
- [70] Initial proposals for the smaller enemies.
- [71] The protagonist's costume design for the "4 YoRHa" DLC.
- [72] The costume isn't exactly identical to 9S's from *NieR:Automata*; it's been altered to fit his proportions.



【67】



【68】



【69】

【70】

【71】



服の素材は9Sと門ジ

パンツは  
ブーツにINしていない

【72】

DLC Costumes



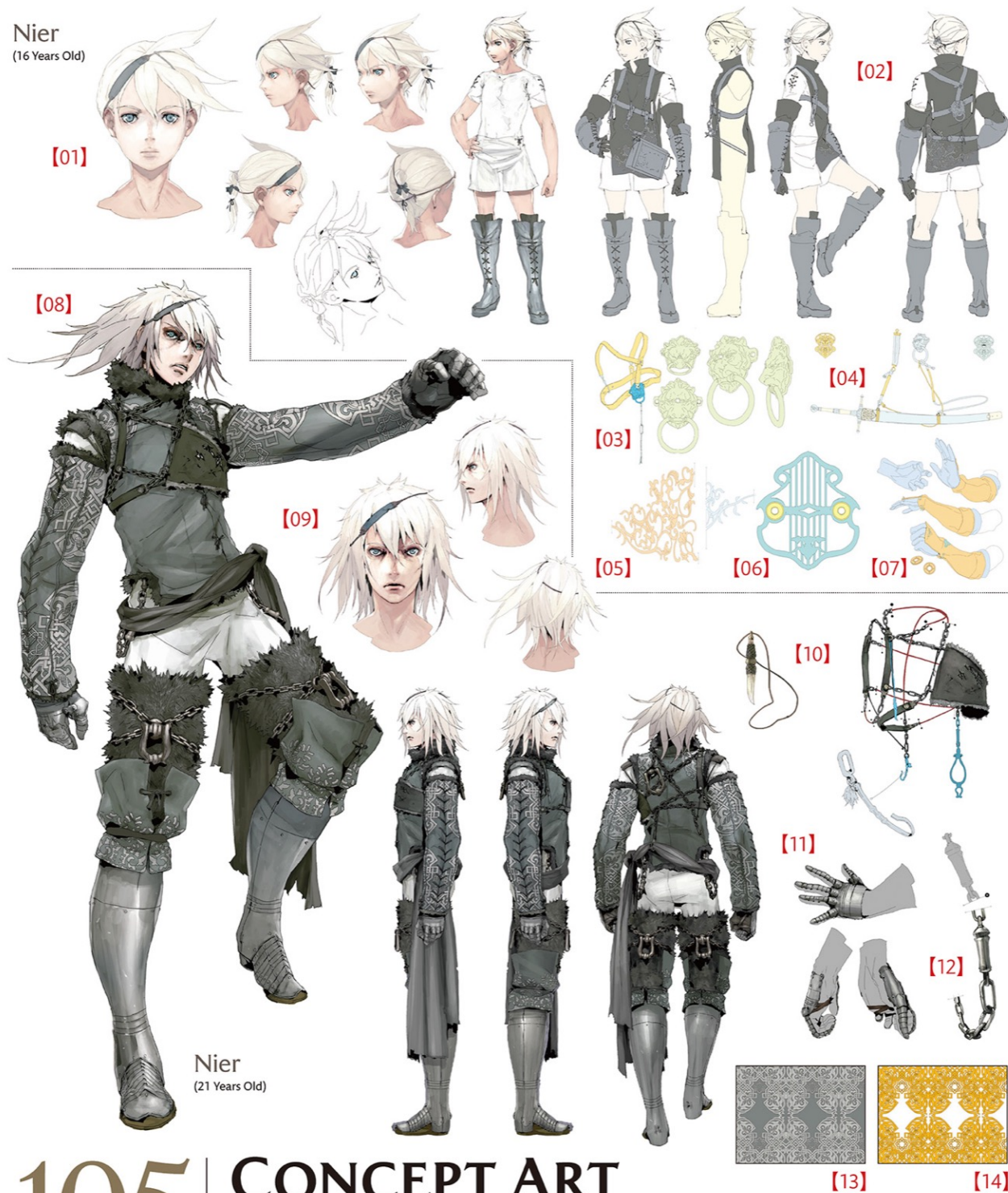
単純に9sのパンツの丈を伸ばしただけ

大人ぼくスーツの要素を取り入れる  
特徴的な模様は背中に入れる予定

AとBの要素を混ぜたもの



Nier  
(16 Years Old)



Nier  
(21 Years Old)

# 105

FILES

## CONCEPT ART (ORIGINAL RELEASE)

This section reveals the original concept sketches and design materials for the characters of *NieR Replicant* and *NieR Gestalt*. It's fun to try to imagine how they managed to go from these rough drafts to an official game release in 2010!

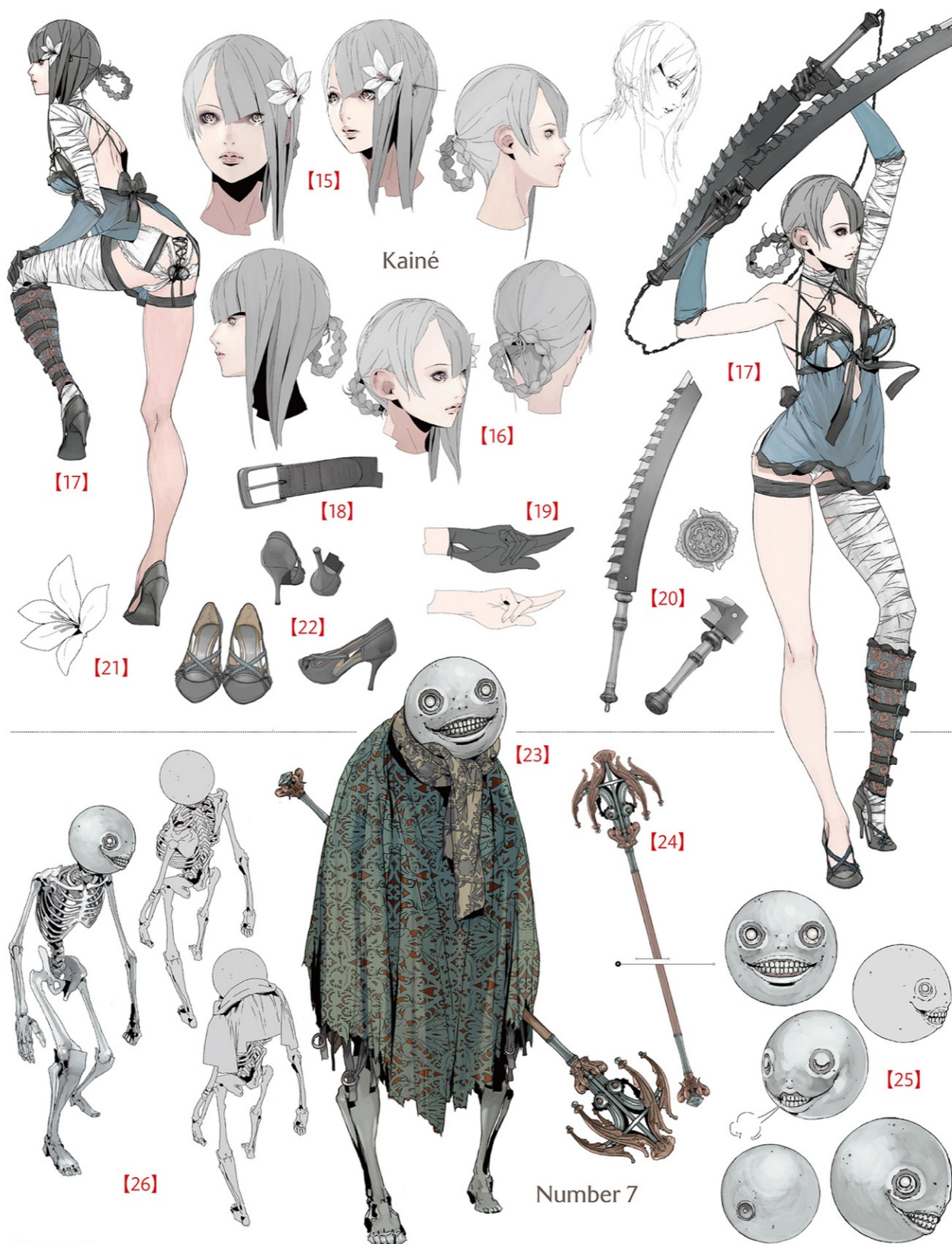
### IMAGE NOTES

- [01] The *Replicant* protagonist in Act I. His unique method of tying his hair was carefully detailed.
- [02] The protagonist's proportions and costume concept. Designer D.K. notes: "I gave him the feel of a Siberian husky."
- [03] The belt on his upper body, held in place by the lion clasp on his back. Designer D.K. notes: "I made the lion small so his back would look stronger."

- [04] His sword design.
- [05] The pattern on his clothes.
- [06] The pattern on his gloves.
- [07] A sketch of his glove and its buttons.
- [08] The *Replicant* protagonist in Act II.
- [09] He wears the same hair ornament as in Act I, but a piece of it has been lost.

- [10] Details of his chest armor. The red line is a chain. On the left is a small knife that dangles from the armor.
- [11] His gloves. Armored segments have been sewn onto the backs.
- [12] The chain and latch that dangle from his hips.
- [13] The pattern on his clothes (colored).
- [14] The pattern on his clothes (line art).





## IMAGE NOTES

- [15] Kainé face designs. Designer D.K. notes: "The shadows under her eyes suggest about six consecutive sleepless nights. I thought Yoko Taro would like that."  
 [16] A version without the flower.  
 [17] A full-body illustration that had to be redrawn several times. Designer D.K. notes: "Her hair loop was lengthened, and her breasts were made bigger."  
 [18] The belt buckles on her left calf. There are all sorts of little details on Kainé's leg.

- [19] Her gloves. Lines have been sewn into the sides of the fingers.  
 [20] Kainé's sword, which is patterned after a row of shark teeth. Designer D.K. notes: "Kainé's design has a lot of horizontal asymmetry, so I gave her two of the same sword to try to create some balance."  
 [21] The Lunar Tear from her hair.  
 [22] Her very feminine high heels. Designer D.K. notes: "I was told to draw her with bare legs, so she just had to wear heels."

- [23] Full-body art.  
 [24] Number 7's staff. Designer D.K. notes: "This is the first magic staff I've ever drawn in my life."  
 [25] An assortment of Number 7 expressions (?). Designer D.K. notes: "This character is a testament to Yoko Taro's sadism."  
 [26] A look under his cloak. Designer D.K. notes: "I wanted to draw each bone accurately."





[27]

**Yonah**  
(7 Years Old, Replicant)  
(10 Years Old, Gestalt)



[28]



[29]



[31]



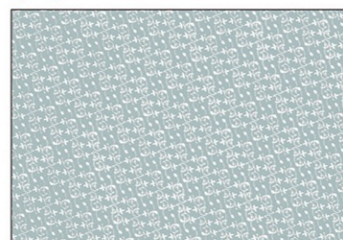
**Yonah**  
(12 Years Old, Replicant)  
(15 Years Old, Gestalt)



[30]



[32]



## IMAGE NOTES

- [27] On the left is her "just leave the cooking, laundry, and cleaning to me!" pose. It really emphasizes her innocence. We never get to see her looking this energetic in the game, which makes this piece something special.
- [28] Yonah's body from three angles. Designer D.K. notes: "I am really bad at drawing young girls, but I did my best."
- [29] Yonah's slippers.

- [30] 15-year-old Yonah. Design docs said having her back turned was a theme. Designer D.K. notes: "My favorite character. I wish I could just sleep all day..."
- [31] She's a little more mature now, but still fundamentally a child. Designer D.K. notes: "She's mostly been asleep, so I figured the innocence on her face couldn't have changed much."
- [32] The pattern on her ribbon.

[33]



Grimoire Weiss



[38]



Devola  
& Popola



[39]



[40]



[41]



[34]



[35]



Emil



[36]



[37]



# IMAGE NOTES

[33] The director, Yoko Taro, was the most picky about Grimoire Weiss's design. It had to be redone over and over again. Designer D.K. notes: "That must mean it was love."

[34] Emil's pendant.

[35] The cords attached to his pendant.

[36] The quirks in Emil's face design were intended to give him a vibe similar to Yonah's.

[37] Emil's human body. Designer D.K. notes: "It makes me sad for him that so many people think his monster form is cuter than his human form. Please try to be nice to him."

[38] A sketch of Devola (right) and Popola (left) designed to accentuate their different hairstyles.

[39] The first sketch of their costumes. Their poses and expressions are already close to their finished version.

[40] Second sketch of their costumes, now without the cloaks.

[41] Third sketch of their costumes, showing what's under their hakama-style trousers.

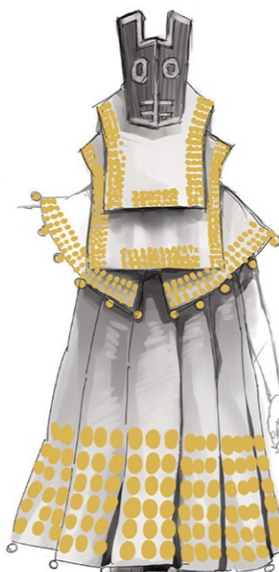




[42]

King of Facade

[43]



[44]

Fyra



[45]

Jakob

[46]

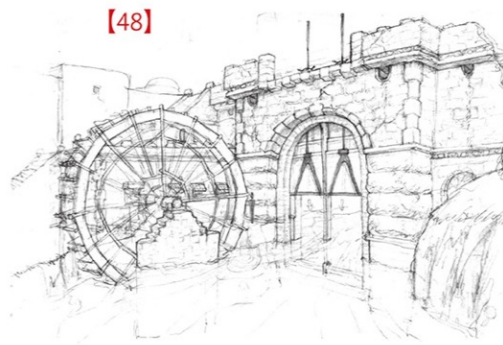


Gideon

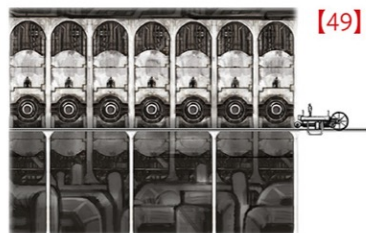
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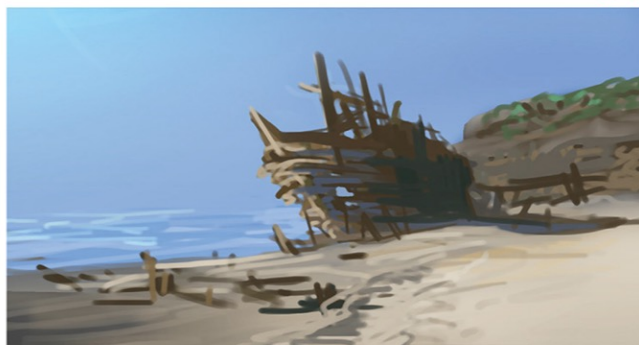
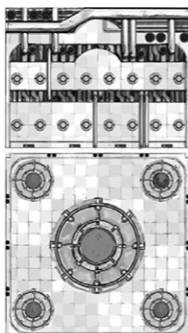
[48]



[50]



[49]





[51]



[52]

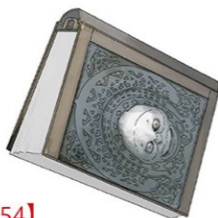
Geppetto

Goose

[53]

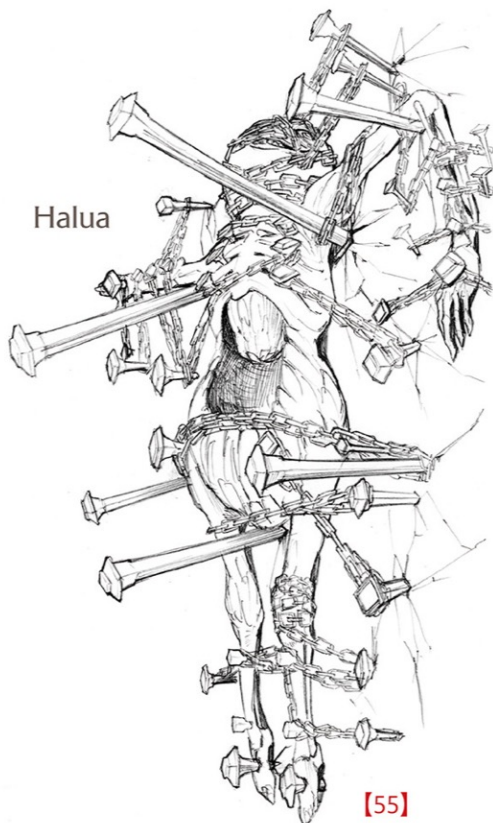


[54]



Grimoire Noir

Halua



[55]

#### IMAGE NOTES

- [42] Art of the king without his mask. The intensity in his eyes suggests a more mature and virile ruler.
- [43] Full-body sketch of the king from Act I.
- [44] Full-body sketch of grown-up Fyra.
- [45] Fyra as a child. Her mask is the same as everyone else's.
- [46] A sketch of Jakob, the older Junk Heap brother.

- [47] A sketch of Gideon, the younger Junk Heap brother.
- [48] A sketch of the water wheel in the protagonist's village.
- [49] Designs from the interior of the Junk Heap.
- [50] The shipwreck sketch intended for a version of "The Little Mermaid" chapter in the original release.
- [51] Geppetto, part of the Junk Heap security system.

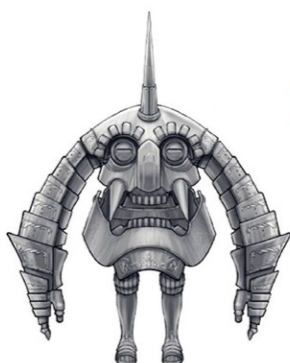
- [52] Concept art of the Geppetto battle.
- [53] Goose, the giant boar-shaped Shade.
- [54] A sketch of Grimoire Noir. The face seems to be smirking, hinting at his arrogant personality.
- [55] A sketch of Experimental Weapon Number 6, held in place with numerous stakes and chains.



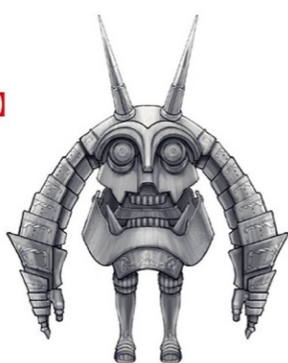
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[57]

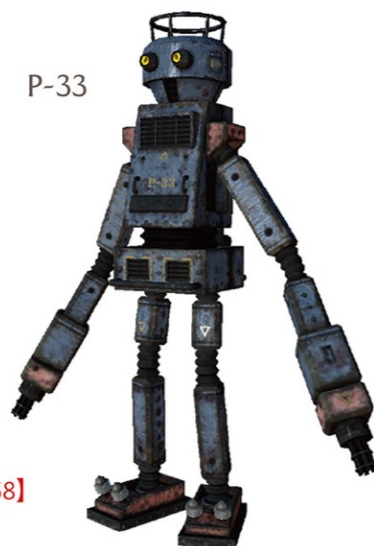


Hansel



Gretel

P-33



[58]

[59]



Roc



[60] Sleeping Beauty



[61]

Wendy







[62]



[63]



[64]

## IMAGE NOTES

- [56] The key to enter the Shadowlord's Castle. It was broken into five pieces—The Stone Guardian, The Law of Robotics, Sacrifice, Loyal Cerberus, and The Memory Tree—and scattered throughout the land.
- [57] A sketch of the Lost Shrine guardians, Hansel and Gretel. The one-armed Gretel was The Stone Guardian key.
- [58] A sketch of P-33, The Law of Robotics key. It was dressed like a tin soldier before it began to rust.
- [59] An illustration of Roc, pack leader of the wolves and the Loyal Cerberus key.
- [60] A sketch of The Memory Tree, the great tree in the Forest of Myth.
- [61] Wendy, the boss of The Aerie and the Sacrifice key. The linked circles on its outer layers give the impression of numerous eyes.



[65]

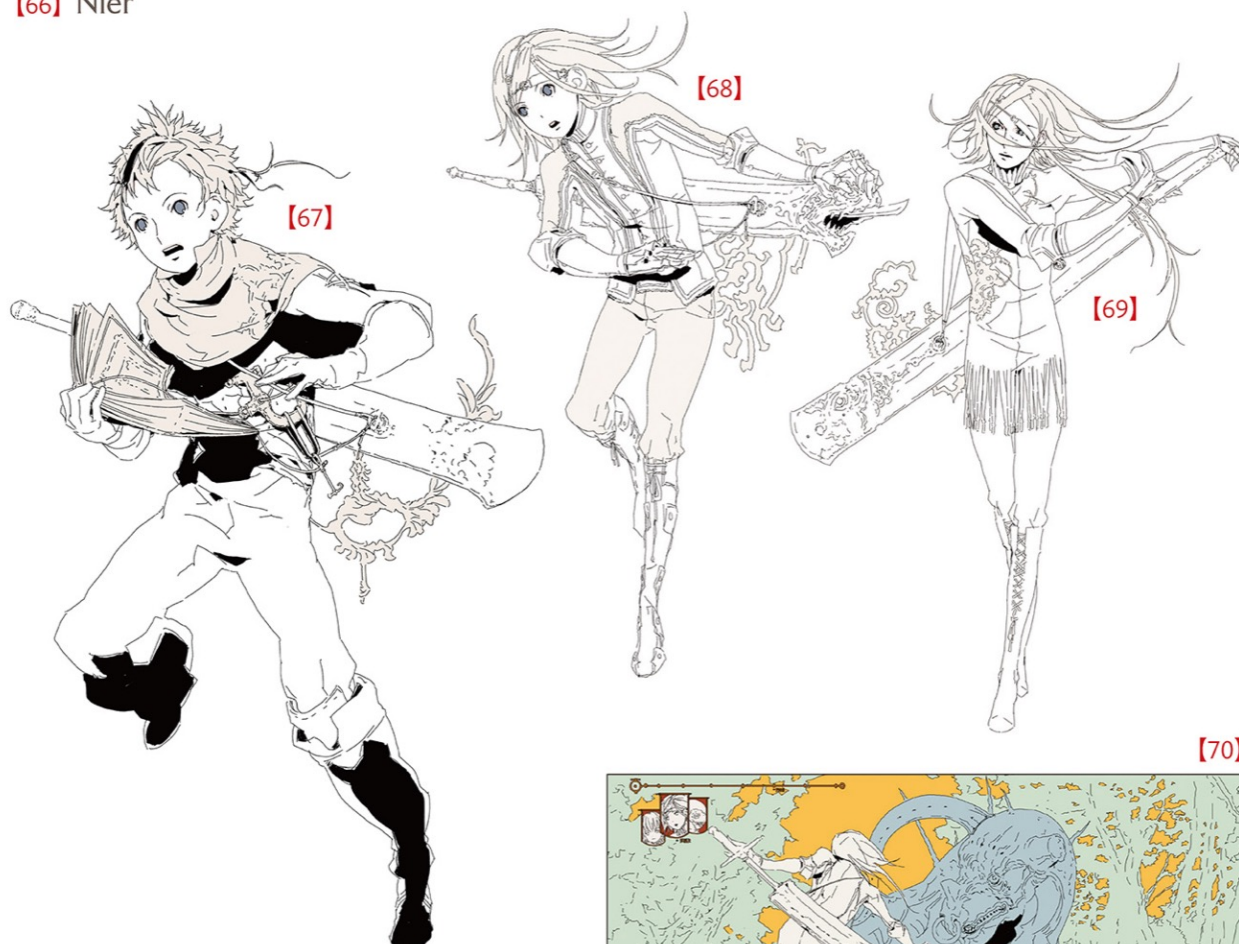
- [62] A wailing Popola, cradling Devola's corpse.
- [63] Halua and Emil as twin human siblings. They would live on for a long time in the form of magical weapons.
- [64] The newly four-armed Emil who comes rushing in to help Kainé in the story "The Lost World."
- [65] Kainé, reclaiming someone she loved at the end of her battle in the story "The Lost World."



# EARLY CHARACTER CONCEPTS



[66] Nier

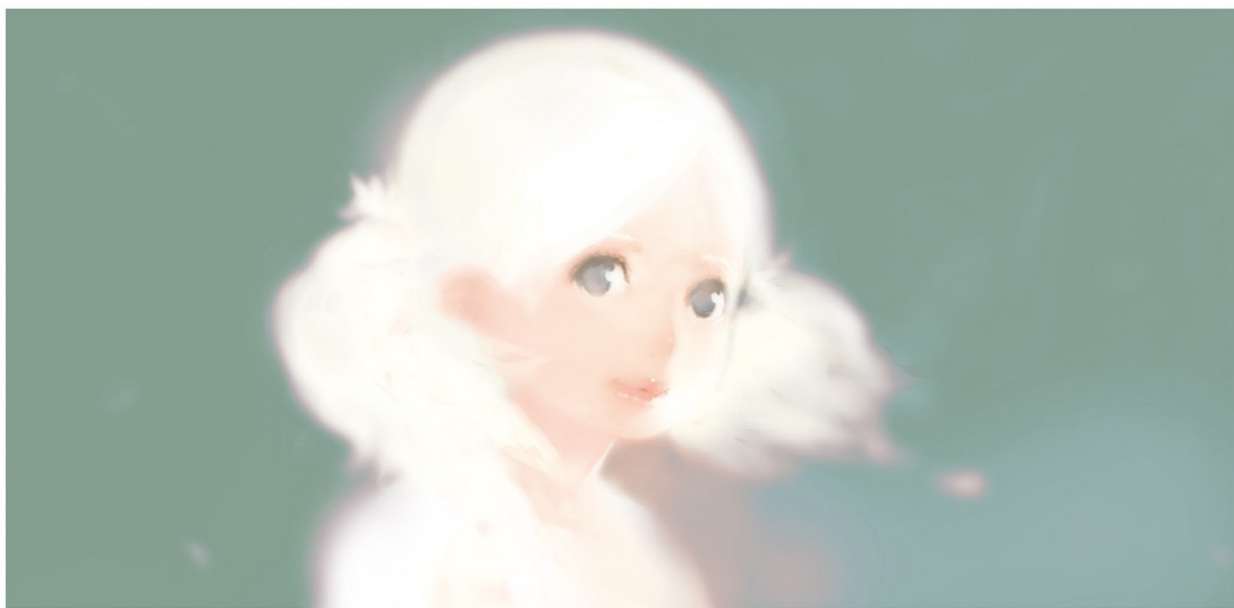


[70]



## IMAGE NOTES

- [66] A sketch of the protagonist in Act I. The tied-back hairstyle was part of his character design from the beginning.
- [67] A version with short hair and mostly covered skin.
- [68] Dressed in the showy manner of a young nobleman.
- [69] An older version of nobleman-style Nier.
- [70] A concept sketch of the game screen.



**[71]** Yonah



**[72]**



**[73]**



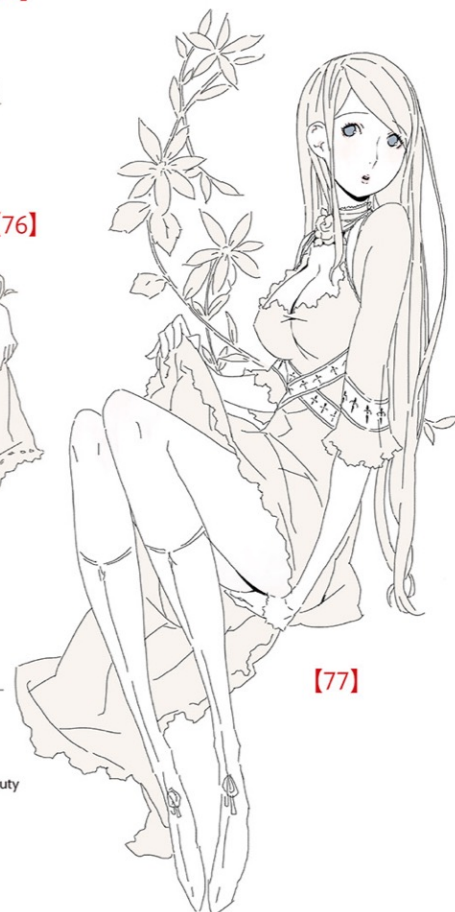
**[74]**



**[75]**



**[76]**



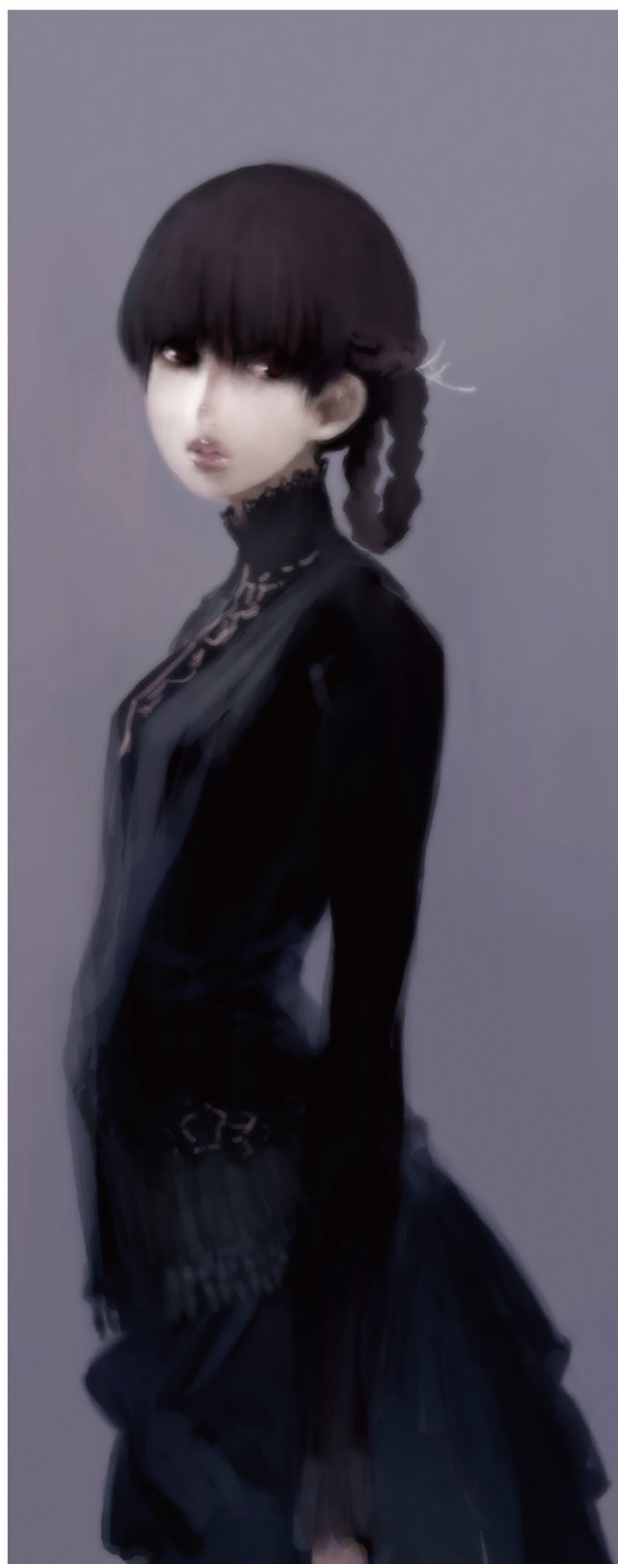
**[77]**

#### IMAGE NOTES

- [71]** The first sketch of Yonah. A beautiful young girl who evokes light.
- [72]** Yonah clutching a stuffed animal.
- [73]** An "eye-catcher" sketch added to the inner cover of an artbook.
- [74]** Another sketch of the same type, this one reflecting the game's development progress.

- [75]** This is so cute it's unbearable.
- [76]** She's wearing nicer clothes than she does in her final incarnation.
- [77]** It seems she was intended to become Sleeping Beauty from the game's inception. Could she really have grown into a figure like Kainé's?





[78]

Kainé

[79]



[80]



[81]



[82]



Number 7

[83]



## IMAGE NOTES

- [78] Kainé's original visual motif was red and black. It's hard to imagine this refined lady would evolve into the "hussy" we know today.
- [79] Kainé wielding twin daggers. It seems her hairstyle didn't change much from the early concepts.
- [80] Contrast this with image 79. Kainé was hiding her violent side deep within.

- [81] Kainé as a child, before she was corrupted by Tyrann.
- [82] The first sketch of Number 7, who was still called Halua at this stage. According to early documentations, she would have served as a support character for Nier and Kainé.
- [83] An early sketch of Number 7's face that's more evocative of a hard-boiled egg than a skeleton.



[84]

Halua



[85]



[86]



[87]

Nier (Age 21)

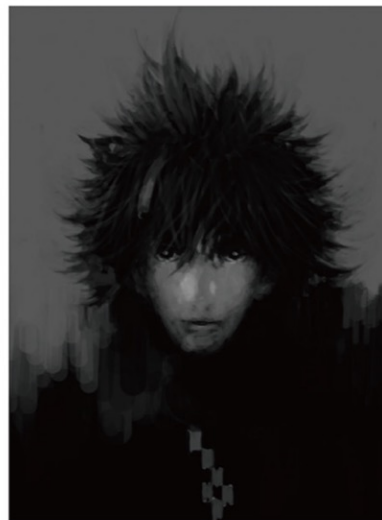
[88] Nier (Age 38-44)



[89]

Nier (Age 16)

[90] Shadowlord



#### IMAGE NOTES

[84] In the original plan, it was apparently Halua who would join the party (and then become Number 7).

[85] Emil seems to have been derived from this version of Halua.

[86] A tight shirt and a neckerchief? This initial version of the *NieR Gestalt* protagonist was quite fashionable.

[87] A sketch of Act II Nier's face.

[88] A sketch of *NieR Gestalt* Nier's face, with long hair and a grim expression.

[89] A sketch of young Act I Nier. His characteristic hairstyle and costume are approaching that of his final incarnation.

[90] A sketch of the Shadowlord drawn at around the same time as image 85's Halua.



# THE INITIAL PROPOSAL

[91]



[92]



[94]



[93]



[95]

## IMAGE NOTES

- [91]–[95] This proposal was developed at the start of the NieR Project. Themes such as "love," "a destroyed world," and a "word system" would end up making it all the way through to the development of NieR Replicant and NieR Gestalt.
- [96] This section about the 13 Grimoires shows that Grimoire Weiss was there from the start.
- [97] The Aerie, the Forest of Myth, and other locations can be seen on this early world map. The game's setting seems to have been locked in fairly early.

## CHARACTER CONCEPTS



[98]



[99]



[100]





[96]



[97]

#### IMAGE NOTES

- [98] Nier, who fights with power gained from the Grimoire of Endings. The concept of fighting to save his sister from an incurable disease was already there at this point.
- [99] Kainé, with half her body corrupted by a Shade, seals herself away to save Nier. According to this document, she possesses the Grimoire of Swords.
- [100] Nier as a young boy.
- [101] Halua, the porcine spellcaster who controls the Grimoire of Magic. She was originally a young human girl but was turned into this form as the price for gaining magic.



[101]

#### IMAGE NOTES

- [102] Humpty Dumpty and the eighth book, the Grimoire of Axes.
- [103] Hansel and the third book, the Grimoire of Illusions. Hansel doing combo attacks with another giant named Gretel is an idea that made it into the final game.
- [104] Dorothy, who approaches with a smile and eats children's souls. The 12th book, the Grimoire of Staves.



#### IMAGE NOTE

- [105] The wielder of the Grimoire of Endings will find his body racked with pain and his soul beset by darkness. Nevertheless, if he desires it for the sake of the one he loves the most, he can acquire power enough to change the world. Even if that power leads the way to the end of everything...

[105]





# 12 VISUAL WORKS (ORIGINAL RELEASE)

FILES

A collection of artwork, both beautiful and deranged,  
created for *NieR Replicant* and *NieR Gestalt*.









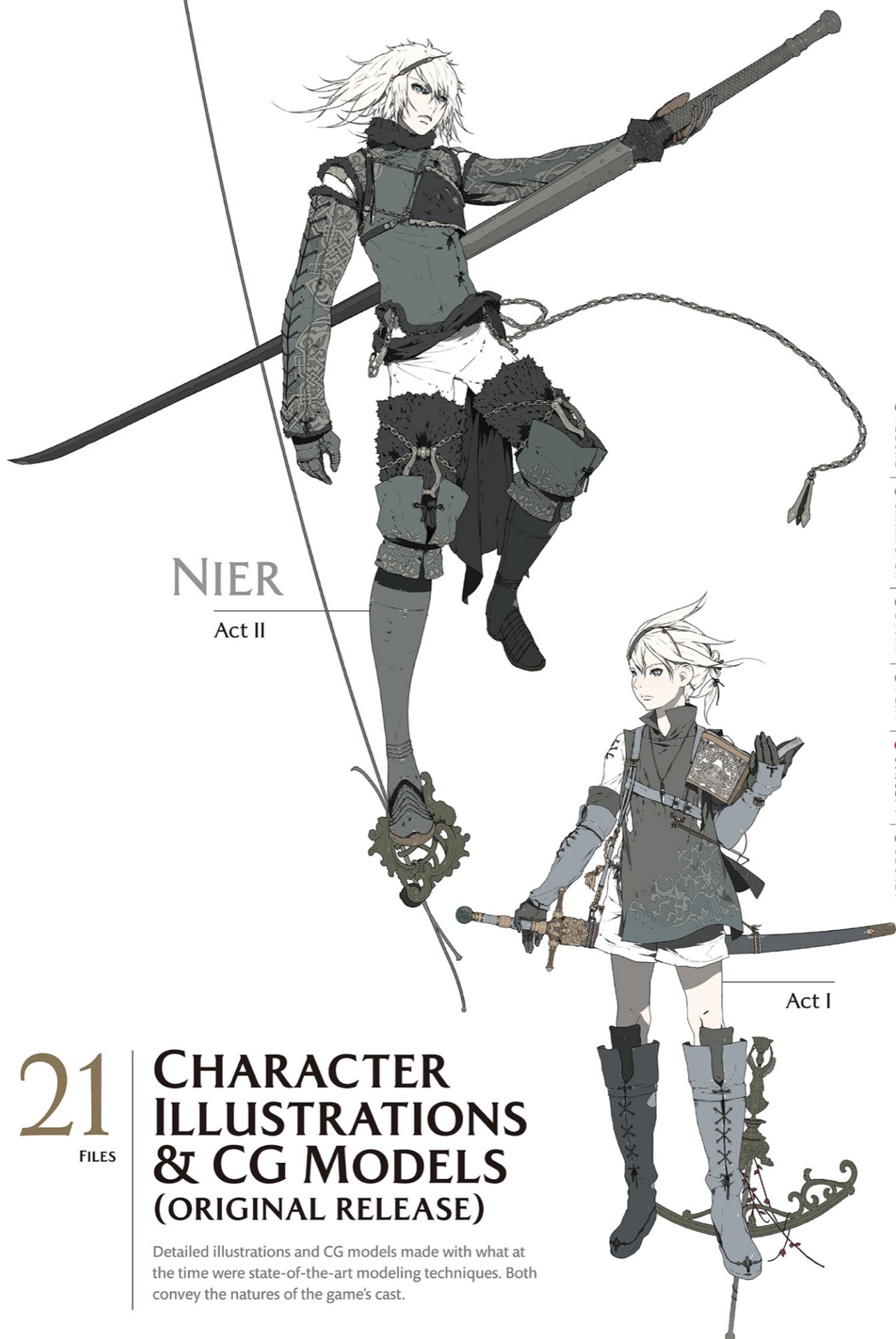












NIER

Act II

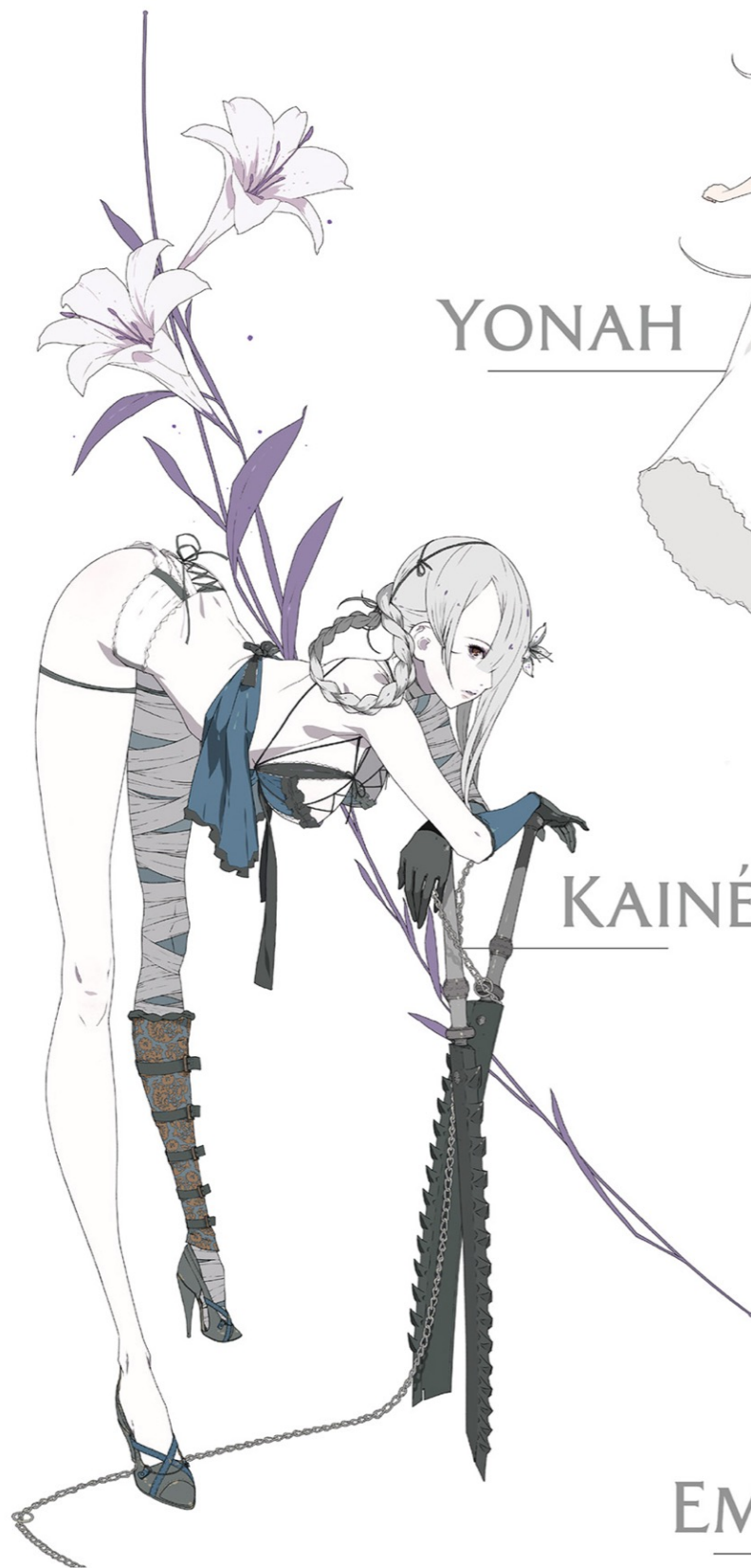
Act I

21  
FILES

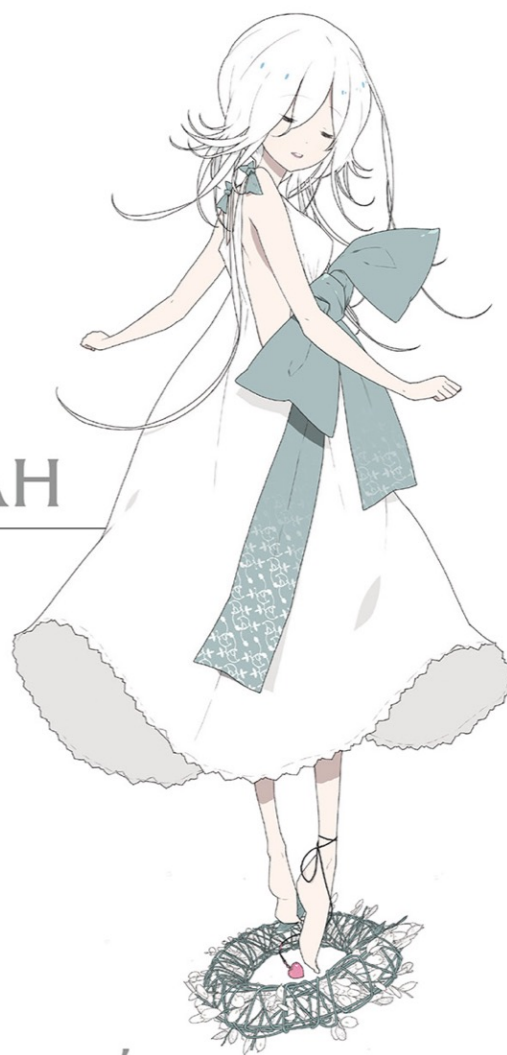
## CHARACTER ILLUSTRATIONS & CG MODELS (ORIGINAL RELEASE)

Detailed illustrations and CG models made with what at the time were state-of-the-art modeling techniques. Both convey the natures of the game's cast.





YONAH



KAINÉ



EMIL



DEVOLA



POPOLA



GRIMOIRE  
WEISS

NUMBER 7





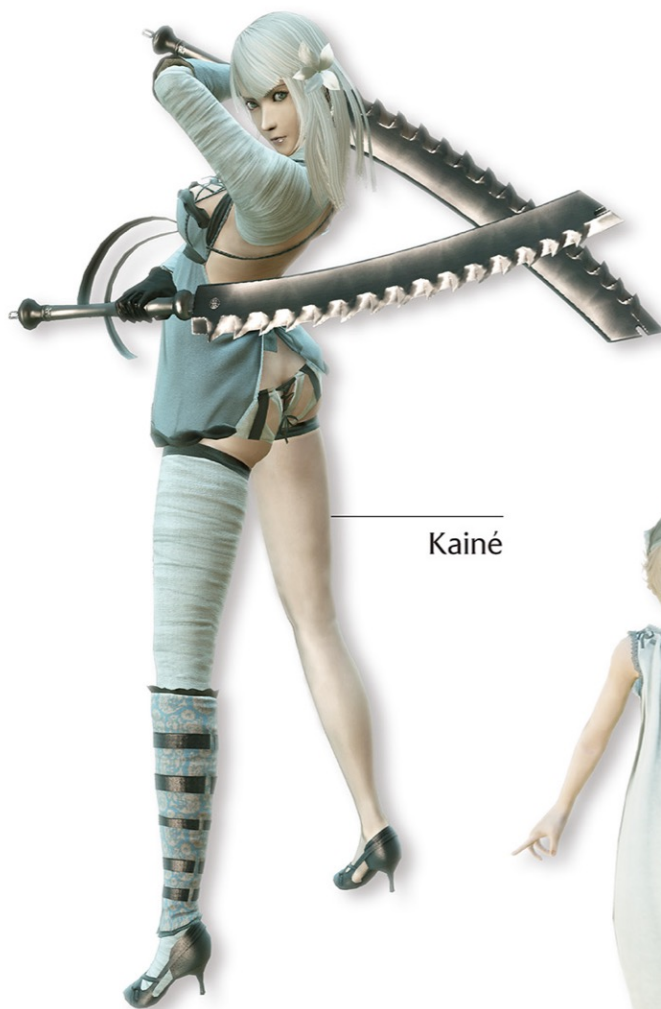
Grimoire Weiss



Nier



Kainé



Yonah



Emil





Devola



Popola



Grimoire Noir



Fyra



Grimoire Rubrum

Experimental  
Weapon Number 7



King of Facade





## 1

MEMORY

# THE MEMORY OF NIER GESTALT

## RECOLLECTION AND RECONSTRUCTION

The alternate story of fatherly love has not been forgotten.  
Let's revisit the paternal protagonist of the other *NieR*.

## PERSONAL DATA

## ■ NIER

|           |                                                           |
|-----------|-----------------------------------------------------------|
| ■ SEX     | MALE                                                      |
| ■ AGE     | ACT I: 39<br>ACT II: 44                                   |
| ■ HEIGHT  | 185 cm (6'1")                                             |
| ■ WEAPONS | ONE-HANDED SWORDS,<br>TWO-HANDED SWORDS,<br>SPEARS, MAGIC |
| ■ HAIR    | SILVER, NEARLY WHITE                                      |
| ■ EYES    | ASHEN BLUE                                                |



CG MODEL

# NIER

Nier from *NieR Gestalt*, Act II

GESTALT





VER.1.22...



### CHARACTER (AS A FATHER)

The protagonist of *NieR Gestalt* has been raising his daughter, Yonah, alone since his wife passed. He is a mature adult possessed of both strength and kindness, and he has no tolerance for injustice. He meets the hardships of life with his large and well-trained body and a toughened spirit to match.

However, he also has a doting side when it comes to his daughter. While always firm and decisive, his resolve has only hardened since Yonah began exhibiting symptoms of the Black Scawl. He frantically searches for a cure, showing little heed to the Shades who stand in his way.

### CHARACTER (AS A VILLAGER)

Unwilling to leave his sickly daughter alone for any great length of time, Nier restricts himself to short one-day jobs like driving off Shades and helping villagers with heavy deliveries. The villagers understand that this is an expression of his love for her. He has built up good relationships with them, especially Popola, who he often turns to for advice.

After the Shadowlord's assault on the town and abduction of Yonah, Nier left the village and devoted himself to waging war upon the Shades. His change in temperament and behavior has not gone unnoticed, but those around him continue to regard him with the same care and concern.

### FROM VER.1.22...?

This man appears in the recurring nightmare world of "15 Nightmares." He has the same voice and cuts the same figure as *Gestalt* Nier, but the game does not reveal the meaning behind that.

VA: Kenichiro Matsuda / Jamieson Price

### KEY CONCEPT

#### ■ FATHER AND DAUGHTER

Yonah lost her mother at such a young age that she barely even remembers her, and no one understands the loneliness Yonah feels better than Nier does. He is determined not to let any more sorrow into her life and is prepared to do whatever he must to achieve this. At times, this resolve fails him, such as when the tales he tells to encourage his daughter have unintended consequences, or when he can't help but worry about her competence as he eats her nearly inedible cooking. His sincere yet clumsy fathering is part of the reason the villagers regard the pair so fondly.



## 64

FILES

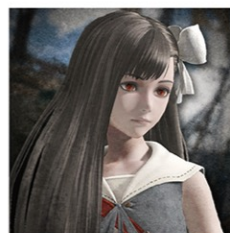
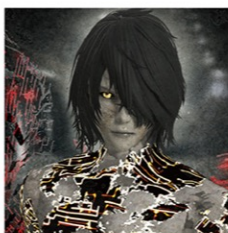
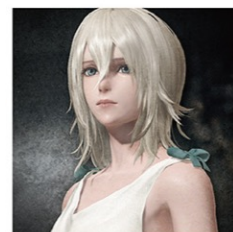
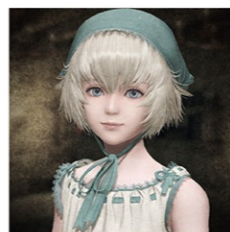
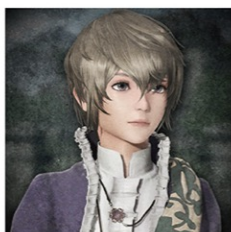
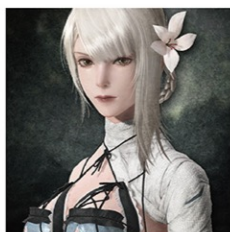
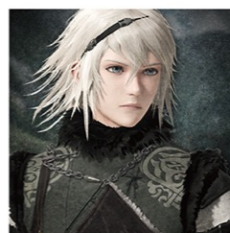
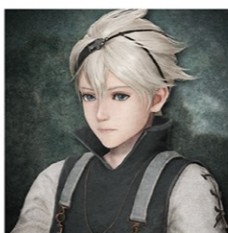
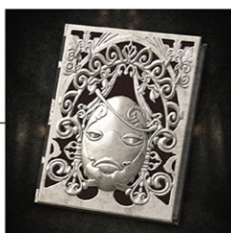
## OTHER ARTWORKS

These pages present the PlayStation 4 theme and avatar CG art produced as bonus content included with the first copies of the game's physical PS4 version. This section also includes trophy and achievement icons.

## Theme

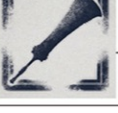
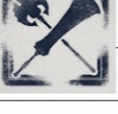
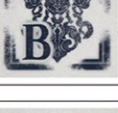


## Avatars





# Trophies/Achievements

|                                                                                                                                                                            |                                                                                                                                                                                                 |                                                                                                                                                                                                 |                                                                                                                                                                                                          |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  <b>00</b><br><b>The Final Verse</b><br>Congratulations! Thanks for playing!              |  <b>12</b><br><b>Weapons Collector</b><br>You found every weapon.                                              |  <b>24</b><br><b>Legendary Gardener</b><br>You successfully cultivated the legendary flower.                   |  <b>36</b><br><b>Boss of the Junk Heap</b><br>You defeated P-33 within four and a half minutes.                       |
|  <b>01</b><br><b>The Book of Legend</b><br>Grimoire Weiss joined your party.              |  <b>13</b><br><b>Village Handyman</b><br>You completed 10 quests.                                              |  <b>25</b><br><b>Fish of Legend</b><br>You caught a rhizodont.                                                 |  <b>37</b><br><b>Scourge of The Aerie</b><br>You defeated Wendy within eight and a half minutes.                      |
|  <b>02</b><br><b>The Wild Companion</b><br>Kainé joined your party.                       |  <b>14</b><br><b>Jack of All Trades</b><br>You completed 20 quests.                                            |  <b>26</b><br><b>A Round by the Pond</b><br>You caught one of every type of fish.                              |  <b>38</b><br><b>Protector of Facade</b><br>You defeated Roc within three and a half minutes.                         |
|  <b>03</b><br><b>The Mellow Companion</b><br>Emil joined your party.                      |  <b>15</b><br><b>Go-To Guy</b><br>You completed 30 quests.                                                     |  <b>27</b><br><b>Material Hunter</b><br>You collected 50 types of raw materials.                               |  <b>39</b><br><b>The Little Mermaid</b><br>You defeated Louise within five minutes.                                   |
|  <b>04</b><br><b>Release</b><br>You freed Kainé from her petrification.                  |  <b>16</b><br><b>Dear Diary</b><br>You completed the "Recycled World" quest.                                  |  <b>28</b><br><b>Upgrade Apprentice</b><br>You upgraded 5 weapons to their maximum level.                     |  <b>40</b><br><b>Permission Granted</b><br>You drove off Devola and Popola within three minutes.                     |
|  <b>05</b><br><b>Gratitude</b><br>You gave Louise's letter to the postman.              |  <b>17</b><br><b>Man of Means</b><br>You accumulated 1,000,000 pieces of gold.                               |  <b>29</b><br><b>Reform Specialist</b><br>You upgraded 15 weapons to their maximum level.                    |  <b>41</b><br><b>A Dirge for the Hero</b><br>You defeated Goose within two minutes.                                 |
|  <b>06</b><br><b>Key Collector</b><br>You completed the key to the Shadowlord's castle. |  <b>18</b><br><b>Educated Warrior</b><br>You read all novel segments about your friends' pasts.              |  <b>30</b><br><b>Forging Master</b><br>You upgraded 30 weapons to their maximum level.                       |  <b>42</b><br><b>Soul Crusher</b><br>You defeated Devola and Popola within three and a half minutes.                |
|  <b>07</b><br><b>A World in Flux</b><br>You defeated the Shadowlord.                    |  <b>19</b><br><b>Call Her Back</b><br>You viewed the first ending (Ending A).                                |  <b>31</b><br><b>All Aboard!</b><br>You rode a boar for at least 5 minutes.                                  |  <b>43</b><br><b>Book Burner</b><br>You defeated Grimoire Noir within one and a half minutes.                       |
|  <b>08</b><br><b>Combo Fanatic</b><br>You pulled off a 50-hit combo.                    |  <b>20</b><br><b>Lingering Memories</b><br>You viewed the second ending (Ending B).                          |  <b>32</b><br><b>The Sheep Whisperer</b><br>You killed 100 sheep.                                            |  <b>44</b><br><b>The Once and Final King</b><br>You defeated the Shadowlord within four minutes and twenty seconds. |
|  <b>09</b><br><b>Combo Master</b><br>You pulled off a 100-hit combo.                    |  <b>21</b><br><b>Thank You</b><br>You viewed the third ending (Ending C).                                    |  <b>33</b><br><b>Lightspeed Fighter</b><br>You completed the game within fifteen hours.                      |  <b>45</b><br><b>The Strongest Bond</b><br>You defeated the berserk Kainé within three and a half minutes.          |
|  <b>10</b><br><b>The Magic Man</b><br>You learned every type of magic.                  |  <b>22</b><br><b>Something Very Special</b><br>You viewed the fourth ending (Ending D).                      |  <b>34</b><br><b>King of the Lost Shrine</b><br>You defeated Gretel within three minutes and twenty seconds. |  <b>46</b><br><b>Daredevil</b><br>You risked life and limb 10 times to discover someone's secret.                   |
|  <b>11</b><br><b>Wordsmith</b><br>You collected 50 percent of all words.                |  <b>23</b><br>e8a898e686b6<br>e382b5e383bc<br>e38390e383bc<br>e38392e382abe383aae38<br>2ace3839fe382a8e383ab |  <b>35</b><br><b>A True Friend</b><br>You stopped the berserk Kainé within one minute.                       |  <b>47</b><br><b>For Steam/Unclaimed</b>                                                                            |

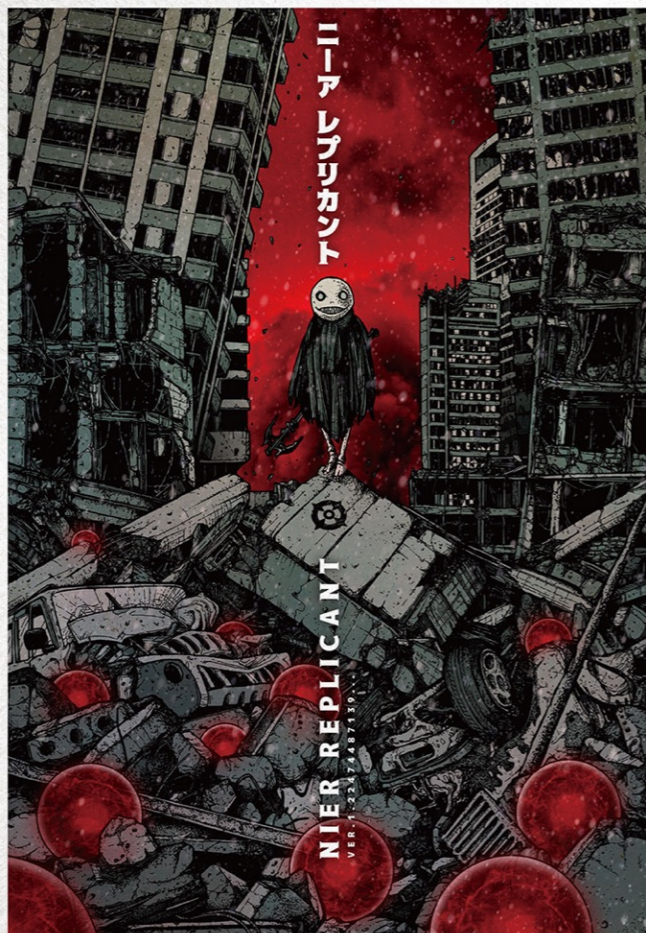


## 11

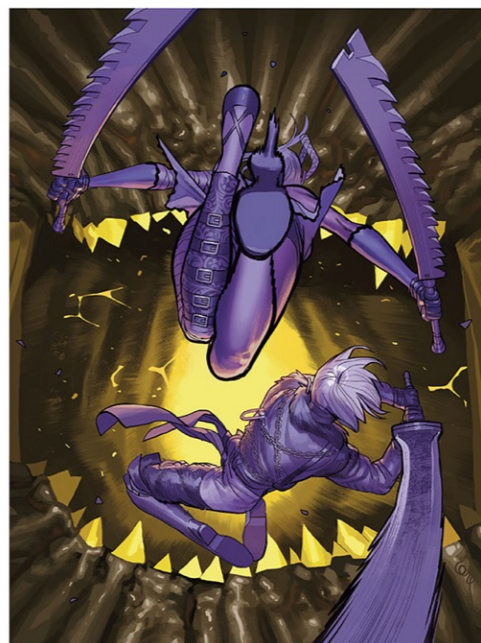
FILES

## #NIEARTGALLERY

SECRET 〇 | CONCEPT 〇 | PLAY 〇 | STORY 〇 | CHARACTER 〇 | VISUAL 〇



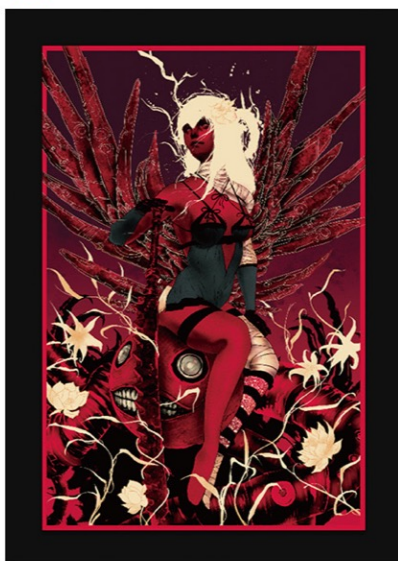
To celebrate *NieR*'s eleventh anniversary and the release of ver.1.22..., an online art exhibition titled #NieRArtGallery was held as part of a European promotional push for the game.\* It featured original artwork from eleven Western artists.



【02】

【01】

【03】



【04】



【05】







[06]

[07]



[08]



#### IMAGE NOTES

- [01] Tokyo by Sinpiggyhead / Nicolas Côme (France)
- [02] Into the Battle! by Lorenzo De Felici (Italy)
- [03] Kain by Nikita Kaun (Russia)
- [04] / by Alex Wezta (Russia)
- [05] The Lovers by Francesca Pusceddu (Scotland)
- [06] ver.1.32474487129... by Ammo Dastarac (Belgium)
- [07] M3M0R135 by Guy-Pascal Vallez / GAX (France)

- [08] Halelua by Fœrtifem (France)
- [09] Halua by Rob Bowyer / Massiveface (UK)
- [10] Fyra de los Siete Dolores by El Marqués (Spain)
- [11] Lunar Tear by Guillaume Singelin (France)

\*In coordination with Laurent Agnoux  
(French Paper Art Club)

[09]



[10]



[11]





# 3 "PROJECT GESTALT" OUTLINE

FILES

At the end of the game, the questions around "Project Gestalt" only deepen. These three official documents will help you decipher its mysteries.



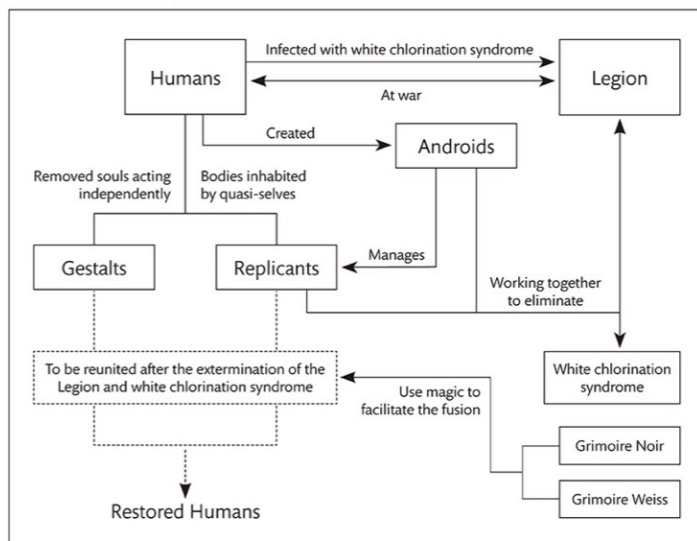
## 1 Key Concepts of Project Gestalt

With humanity teetering on the brink of extinction due to the spread of the mysterious white chlorination syndrome, Project Gestalt is launched as a last-ditch effort to ensure humanity's survival. Using the same Maso particles that cause the infection, scientists develop a process that extracts the human soul and turns it into a "Gestalt." The physical body is then preserved as data so that artificial "Replicant" copies can be created and managed while a means of eradicating the disease is pursued.

### Supplementary Details

- **Gestalts:** Human souls that have been separated from their bodies in order to protect them from white chlorination syndrome. A vulnerability to sunlight is one defect of the process.
- **Replicants:** Empty shells left behind after the Gestalt process. Though magically implanted with pseudo personalities, they lack free will, as well as the ability to reproduce.
- **Androids:** Artificial humans created to manage Replicants. Their mission is to use Replicants to eradicate both the Legion and white chlorination syndrome, then restore Gestalts to their original bodies once that task is complete.
- **Legion:** Former humans driven to rampant brutality by white chlorination syndrome. Their skin is white due to calcification caused by the disease. While they have reduced intelligence, they also possess increased physical abilities.

### Document 1: Project Gestalt Overview



## 2 Timeline of Events Related to Project Gestalt

This section takes all the details about Project Gestalt from the game's development documents and organizes them into a timeline. It also provides additional details (including commentary and conjecture from the writers of this book) about several key terms in the outline.

### Document 2: Timeline of Events Related to Project Gestalt

| Year | Date/Occurrence                                                                        | Details                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|------|----------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2003 | ■ <b>June 12:</b> The 6/12 Incident Occurs; A Mysterious Giant and a Red Dragon Appear | <ul style="list-style-type: none"> <li>• Around 3 p.m. on June 12, a massive white figure (henceforth called the "Giant") suddenly appears in Shinjuku.</li> <li>• At the same time, a red, dragon-like life-form (henceforth called the "Dragon") appears and battles the Giant. The nature and effects of their various attacks remain unclear.</li> <li>• The Japanese Self-Defense Force (JSDF) begins researching means of attack. The Bureau of Emergency Countermeasures is established within the government.</li> <li>• Around 4 p.m., the Giant is destroyed by the Dragon. No mass is detected from the Giant, and damage dealt to the surrounding area by its fall is light.</li> <li>• After the Giant is destroyed, the Dragon is shot down by Scarface of the Air Self-Defense Force's 6th Air Wing, 303rd Squadron. Its remains are taken to a top-secret government research facility.</li> <li>• The final toll of the incident that would come to be known as 6/12 is 56 dead, 320 wounded, and over 60 billion yen in damages.</li> <li>• The media is placed under a gag order concerning the strange events of 6/12, but information and images are widely circulated online. Conspiracy theories and rumors of terrorism swirl.</li> </ul> |
|      | ■ <b>September:</b> International Summit Held                                          | <ul style="list-style-type: none"> <li>• Three months later, Japan, the United States, China, and Russia hold a summit to discuss the events of 6/12.</li> <li>• The U.S. determines 6/12 to be an act of terrorism, and plans to vigorously defend itself against potential subsequent attacks. The Japanese government hints at the possibility of vastly increasing their own military spending.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|      | ■ <b>December:</b> First Victims of Unidentified Disease Appear                        | <ul style="list-style-type: none"> <li>• A strange ailment that gradually calcifies victims emerges in Shinjuku. It has a 100 percent fatality rate.</li> <li>• Research into the disease begins. Scientists are initially optimistic, believing it to be extremely rare and transmissible only under very specific conditions.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| 2004 | ■ <b>February:</b> Deaths from Disease Soar                                            | <ul style="list-style-type: none"> <li>• Infections of the new disease begin to surge, with patients heavily clustered in Shinjuku.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|      | ■ <b>April:</b> First Cases of Infected Going Berserk                                  | <ul style="list-style-type: none"> <li>• Some of the infected grow pathologically violent. Shinjuku is soon filled with both dead bodies and berserk infected, and the ward is largely abandoned.</li> <li>• The rest of the world presses Japan to find a solution quickly.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|      | ■ <b>May:</b> Berserk Infected Rampage Through Shinjuku                                | <ul style="list-style-type: none"> <li>• The disease continues to spread throughout Shinjuku. Researchers begin classifying cases as belonging to one of two distinct courses: death or psychosis.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|      | ■ <b>June:</b> Disease Officially Named "White Chlorination Syndrome" (WCS)            | <ul style="list-style-type: none"> <li>• A group researching white chlorination syndrome establishes that the disease can result in either death or the berserk state, but it remains unclear what causes a victim to have one outcome over the other.</li> <li>• The government of Tokyo relocates. The National Diet of Japan discusses relocating as well. Relocation of the royal family is proposed, but the Imperial Household Agency rejects it.</li> <li>• Despite the absence of many legislators, the Diet announces that it will remain in Tokyo.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|      | ■ <b>July:</b> Shinjuku Reaches Threat Level 4                                         | <ul style="list-style-type: none"> <li>• Shinjuku reaches the highest possible threat level. Public transportation is shut down and roads are blocked.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |

### KEY CONCEPTS

#### THE DRAGON AND THE GIANT

After the fall of the red dragon, the mysterious white chlorination syndrome begins to spread. The infected either turn to salt and die, or go berserk and begin attacking others. Out of fear of further proliferation, the Japanese government seals off the Shinjuku ward of Tokyo—the virus's epicenter. As a result, NieR and his sole living relative, Yonah, are left to wander the Shinjuku dead zone.

#### WHITE CHLORINATION SYNDROME

A disease transmitted through the inhalation of the red dragon's Maso particles. The skin of most infected individuals calcifies, causing death within weeks. Those who survive, however, turn incredibly violent and begin attacking the uninfected. To ensure humanity's survival and stop the spread of the disease, berserk individuals (known as "Legion") are hunted down and eradicated without mercy.



| Year | Date/Occurrence                                                                                                                                                    | Details                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
|------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2004 | ■ <b>September:</b> Shinjuku Blockade Announced                                                                                                                    | <ul style="list-style-type: none"> <li>After receiving a report about how the disease is transmitted, the Japanese government announces that Shinjuku will be physically blockaded on a temporary basis.</li> <li>Public opinion is mostly negative. Humanitarian groups denounce the move, and large-scale protests begin. (Online, however, the blockade is met with a fair amount of support.)</li> <li>A well-known figure is killed by a mob of berserk infected. This widely reported incident leads to increased public support for the Shinjuku blockade.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
|      | ■ <b>October</b><br>• Shinjuku Blockade Implemented<br>• Wall of Jericho Erected                                                                                   | <ul style="list-style-type: none"> <li>A massive wall is constructed around Shinjuku, sealing off the district. It quickly becomes known as the Wall of Jericho.</li> <li>Japan's continuing efforts to eliminate berserk victims of WCS are denounced by the international community. Protests are held worldwide.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|      | ■ <b>December:</b> Final Broadcast from Shinjuku                                                                                                                   | <ul style="list-style-type: none"> <li>A journalist who chose to stay behind the blockade makes a final transmission. In the footage, a large white creature appears, causing the journalist to scream before being abruptly cut off. Though the footage is never broadcast, it quickly leaks online.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| 2005 | ■ <b>December:</b> WCS Infections Decline                                                                                                                          | <ul style="list-style-type: none"> <li>Eradication efforts by the JSDF and militias reduce the numbers of berserk infected.</li> <li>As research continues, Japan announces a decline in white chlorination syndrome cases.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| 2006 | ■ <b>May:</b> More Learned About WCS                                                                                                                               | <ul style="list-style-type: none"> <li>Researchers learn that the course of death or psychosis from a WCS infection is determined at a genetic level, and that patients with minor chromosomal abnormalities are more likely to go berserk. These findings are presented to the government.</li> <li>The findings are not released, and further research is conducted in a state of intense secrecy. (It would later be discovered that the findings were incorrect and based on falsified data.)</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
|      | ■ <b>Date Unknown:</b> Facility Holding Dragon Remains Attacked                                                                                                    | <ul style="list-style-type: none"> <li>An attack aimed at reclaiming the Dragon's remains is repelled by guards, police, and the JSDF.</li> <li>Rumors claim the attack was backed by either a group of religious zealots or elements within North America. After the incident, the JSDF begins to take more radical measures.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| 2007 | ■ <b>October:</b> Anomalies Detected by Satellite Imaging                                                                                                          | <ul style="list-style-type: none"> <li>Unexplained black spots appear in satellite photos of Shinjuku. While this is disclosed, it is not widely reported or deemed particularly significant.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| 2008 | ■ <b>February</b><br>• Wall of Jericho Falls<br>• The Legion is Formed<br>• First Sighting of a Red Eye<br>• Self-Defense Forces Begin Campaign Against the Legion | <ul style="list-style-type: none"> <li>The Wall of Jericho surrounding Shinjuku is destroyed from within. At the time of its fall, a sound identical to one made by the Giant on 6/12 is heard.</li> <li>A large group of violent, white-colored monsters (henceforth called the "Legion") pour out of Shinjuku and begin slaughtering people indiscriminately.</li> <li>Red-eyed monsters (henceforth called "Red Eyes") are seen leading the Legion. The JSDF begins a campaign focused on eradicating the Legion and Red Eyes.</li> <li>Red Eyes effectively organize the Legion and thwart the eradication campaign.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|      | ■ <b>May:</b> WCS Resumes Rapid Spread                                                                                                                             | <ul style="list-style-type: none"> <li>WCS infections surge throughout Japan's Kanto region, centered around Tokyo (Shinjuku).</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|      | ■ <b>August:</b> Dragon Researchers Decamp                                                                                                                         | <ul style="list-style-type: none"> <li>The organization studying the Dragon's remains secretly leaves Japan and reestablishes their facilities in a foreign country. (Though never confirmed, the location is widely believed to be the United States.)</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|      | ■ <b>September:</b> Central Government Relocates                                                                                                                   | <ul style="list-style-type: none"> <li>Japan's central government and Imperial Family move to Kyushu, which is mostly free of WCS.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|      | ■ <b>October:</b> Honshu Descends into Chaos                                                                                                                       | <ul style="list-style-type: none"> <li>Cases of death and psychosis from WCS continue to surge. The war between the JSDF and the Legion consumes Japan's central island of Honshu with chaos and infighting.</li> <li>Many Japanese citizens evacuate to the islands of Kyushu and Hokkaido. Some attempt to escape overseas, but other nations move to block the entry of anyone from Japan.</li> <li>Crime rises amidst the chaos. Increased foreign interference constrains the Japanese government.</li> <li>The U.S. offers military assistance, but on terms that are extremely unfavorable to Japan. Other nations urge Japan to refuse.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| 2009 | ■ <b>January:</b> Japan and United States Form Military Alliance                                                                                                   | <ul style="list-style-type: none"> <li>Running low on weaponry and resources, the Japanese government decides to ally with the United States—which joins the fight in hopes of securing Legion captives and corpses for military purposes.</li> <li>The U.S. military arrives in Japan. Working with the JSDF, they tilt the war in humanity's favor.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
|      | ■ <b>March:</b> Allies Resolve to Destroy Shinjuku                                                                                                                 | <ul style="list-style-type: none"> <li>With endless swarms of Legion emerging from Shinjuku, the decision is made to destroy it.</li> <li>Heavy bombardment of Shinjuku begins, but the impact on the Legion population is minimal.</li> <li>Anti-Legion research continues in the U.S., but no optimal means of fighting them can be found.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
|      | ■ <b>April:</b> Decision Made to Use Nuclear Weapons                                                                                                               | <ul style="list-style-type: none"> <li>After studying the proposal, the U.S. and Japanese governments agree to a nuclear strike on Shinjuku.</li> <li>The announcement is controversial within Japan but received more positively overseas.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|      | ■ <b>August:</b> Nuclear Assault Begins with Shinjuku                                                                                                              | <ul style="list-style-type: none"> <li>A nuclear strike is conducted against Shinjuku on August 6. It is the same day the first atomic bomb was dropped on Hiroshima, which inspires tragic memories of the past.</li> <li>The bombing of Shinjuku becomes the start of a full-scale nuclear attack across Japan, devastating the land.</li> <li>Shinjuku is obliterated. It comes to be known as Ground Zero.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|      | ■ <b>November:</b> Legion Eradicated in Japan                                                                                                                      | <ul style="list-style-type: none"> <li>All available methods, scientific and otherwise, find no signs of surviving Legion in Japan.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|      | ■ <b>December:</b> Berserk Humans Found in China                                                                                                                   | <ul style="list-style-type: none"> <li>China reports incidents of Legion attacks, marking the first WCS infections outside Japan.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| 2010 | ■ <b>February:</b> Worldwide Outbreak of WCS                                                                                                                       | <ul style="list-style-type: none"> <li>WCS infections occur across the globe. Research begins advancing worldwide.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|      | ■ <b>April:</b> Survival of Red Eyes Confirmed                                                                                                                     | <ul style="list-style-type: none"> <li>Deaths and psychosis spread throughout the world, hastening the collapse of the world order.</li> <li>Red Eyes, thought to be extinct, are found to exist still.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|      | ■ <b>June:</b> Dragon Research Proves Multi-Origin Theory                                                                                                          | <ul style="list-style-type: none"> <li>Continued top-secret research on the Dragon's remains substantiates the multi-origin theory, establishing the existence of worlds outside our dimension.</li> <li>This research leads to the discovery of particles that do not naturally exist in our world.</li> <li>These particles, called Maso, are traced to the disintegration of the Giant's body on 6/12.</li> <li>It is announced that Maso particles are the original source of white chlorination syndrome, and that they cannot be destroyed by physical means—including atomic blasts. Tragically, the Shinjuku nuclear strike only served to disperse the particles across the world.</li> <li>It is further revealed that Maso particles are spread through bodily fluids such as saliva and phlegm, making WCS effectively an airborne disease.</li> <li>The discovery of Maso particles leads to breakthroughs in a number of technological fields.</li> <li>Continued research into multi-origin theory substantiates the idea that energy is contained within alternate worlds.</li> </ul> |
|      | ■ <b>October:</b> Research Facility Attacked                                                                                                                       | <ul style="list-style-type: none"> <li>The research facility where the Dragon's body had been moved is attacked by unknown assailants and destroyed. The Dragon's remains are lost.</li> <li>Speculation again points to religious groups and elements within North America. Media reports about the incident are initially vague, then cease completely.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| 2014 | ■ <b>March:</b> Project Gestalt Launched                                                                                                                           | <ul style="list-style-type: none"> <li>Project Gestalt is launched as a means to fight white chlorination syndrome. Research into the Gestalt process—the removal of human souls—progresses.</li> <li>Successful human trials of the Gestalt process are conducted. Experiments on restoring Gestalts to their human bodies also prove successful.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |

## KEY CONCEPTS

## ● WALL OF JERICHO

A massive wall built to contain the uncontrolled spread of WCS in Shinjuku, presumably named after the wall around the biblical city of Jericho. In that story, God told the Israelites to walk around the city for seven days, after which the priests blew horns and the wall collapsed. It is unknown if the wall around Shinjuku was built in anticipation of a similar fate, or if its collapse is a coincidence.

## ● THE LEGION

Those who escape death at the hands of white chlorination syndrome go berserk. Referred to as the Legion, these infected become physically stronger, but less intelligent. They attack the uninfected at random and pass on the WCS infection—at which point the victims either die or go berserk themselves. As the infection progresses, Legion members become less human in appearance, in some cases swelling to abnormally large sizes. It is speculated that the Legion's goal is to spread WCS in order to destroy the world.

In the game's secret backstory, WCS is a curse from otherworldly gods. Those who fail to resist the curse become part of the Legion and are divinely ordered to destroy our world. Those who do resist turn to salt and die. Such "otherworldly gods" sound a lot like the ones from Yoko Taro's *Drakengard* series...

## ● RED EYES

In certain cases, victims infected with high levels of Maso retain their intelligence after going berserk, permitting them to organize large, aimless groups of Legion and attack the uninfected more effectively. Such entities are called "Red Eyes" due to the crimson color of their eyes. Red Eyes are more in tune with the otherworldly gods, and proactively pursue divine orders to destroy the world.

In *Drakengard*, Manah—a tool of that game's gods—had similar red eyes, as did the Empire soldiers who served her.

## ● MULTI-ORIGIN THEORY

The study of the Dragon's remains provides evidence for the existence of extradimensional worlds, as well as the discovery of the Maso particles that cause WCS. Further study into Maso leads to the development of magic—a breakthrough for human civilization that sadly arrives too late.

## ● GESTALTS

Magic makes it possible to separate the human soul from the body. Such extracted souls, called Gestalts, cannot be infected by WCS. Though Gestalts eventually relapse, losing both sentience and intelligence, this is deemed a problem to be solved at a later time. At first, the process is only available to those with enough wealth to keep their bodies preserved indefinitely, and most people are horrified at the idea of having their souls extracted.



| Year | Date/Occurrence                                                          | Details                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|------|--------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2014 | ■ <b>May:</b> Magic Research Advances                                    | <ul style="list-style-type: none"> <li>By using Maso to harvest energy from other worlds, it becomes possible to create "something from nothing." This ability comes to be referred to as "magic."</li> <li>Unfortunately, magic can only be used by Gestalts who have gained the power to cross between worlds, a method that requires the use of tissue cultures from the Dragon.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|      | ■ <b>November:</b> Magic Used Against Legion                             | <ul style="list-style-type: none"> <li>The most magically proficient of the Gestalts are trained for war, but trial battles against the Legion mostly end in failure when the Gestalts experience mental breakdowns. This is likely due to identifying with the enemy: former humans whose souls had been meddled with just like their own.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| 2015 | ■ <b>Date Unknown:</b> Gestalt Plan Fails to Gain Traction               | <ul style="list-style-type: none"> <li>The Gestalt process fails to gain ground with the public at large, who widely abhor the concept.</li> <li>Research is now largely focused on the problem of Gestalts who have lost their bodies.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| 2016 | ■ <b>February:</b> Luciferase Developed                                  | <ul style="list-style-type: none"> <li>The new drug "Luciferase" is developed, which slows the progress of white chlorination syndrome.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|      | ■ <b>May:</b> Luciferase Unit Formed                                     | <ul style="list-style-type: none"> <li>A carefully selected group of humans are given Luciferase and organized into a military force.</li> <li>The force is sent into battle against the Legion and achieves victory, causing the strategy to be used throughout the world.</li> <li>In what would be come to be known as the "First Crusade," military forces are dispatched to Brazil to exterminate the Legion. At the end of a fierce battle, they are ultimately routed.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|      | ■ <b>December:</b> Hamelin Organization Founded                          | <ul style="list-style-type: none"> <li>It is discovered that Luciferase is most effective on young subjects. Physically capable children are given priority access to the drug and urged into military service.</li> <li>A Fifth Crusade is organized, one to be fought primarily by teenage soldiers.</li> <li>The Hamelin Organization is founded to recruit capable children from across the world and raise them to fight.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| 2018 | ■ <b>National Weapons Laboratory Established</b>                         | <ul style="list-style-type: none"> <li>Japan's government strives to strengthen its own military in response to the Hamelin Organization.</li> <li>The National Weapons Laboratory is founded to focus Maso research on military applications, with a primary goal of developing superior humans through experimentation on people.</li> <li>The existence of the laboratory is classified. Its government codename is "Murasaki" (Purple).</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| 2019 | ■ <b>Crusade Battles Legion to a Stalemate</b>                           | <ul style="list-style-type: none"> <li>The battle between Crusaders and the Legion ends at an impasse with little hope of a breakthrough. (Nevertheless, the world's militaries maintain their strategy of continuous crusades.)</li> <li>Nations with the most children gain power and influence within the Hamelin Organization.</li> <li>Japan is left economically weakened, with most of its surviving population now living in Kyushu.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| 2023 | ■ <b>World Descends into Panic Over Widening Poverty Gap</b>             | <ul style="list-style-type: none"> <li>Factors such as repeated battles with the Legion exacerbate the poverty gap worldwide, causing widening panic as slums expand throughout the world.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| 2025 | ■ <b>January:</b> Replicants Developed                                   | <ul style="list-style-type: none"> <li>Researchers succeed in developing vessels into which Gestalts can be reimplanted.</li> <li>Dubbed "Replicants," these vessels are designed using data taken from the body of a source human.</li> <li>The new Replicant technologies are developed as an offshoot of Project Gestalt.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| 2026 | ■ <b>June:</b> National Weapons Laboratory Loses Control of a New Weapon | <ul style="list-style-type: none"> <li>The National Weapons Laboratory's Experimental Weapon Number 6 runs amok before being hastily sealed away.</li> <li>Due to the risks of human experiments involving Maso, research is halted, and the laboratory staff and funding are reduced.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| 2030 | ■ <b>Red Eyes Exterminated</b>                                           | <ul style="list-style-type: none"> <li>The commander of the 13th Crusade kills the last of the Legion's Red Eye leaders in Jerusalem before perishing from his wounds.</li> <li>Now bereft of intelligent commanders, the Legion's movements become chaotic and disorganized.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| 2031 | ■ <b>White Chlorination Syndrome Infections Surge</b>                    | <ul style="list-style-type: none"> <li>Though the eradication of the Red Eyes diminishes the Legion as a physical threat, white chlorination syndrome continues to spread rapidly.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| 2032 | ■ <b>February:</b> Replicants Unveiled                                   | <ul style="list-style-type: none"> <li>The Gestalt system and Replicant technologies are unveiled to the public. (A portion of the world's elite have already undergone the process.)</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|      | ■ <b>March:</b> Project Gestalt Enters Final Stage                       | <ul style="list-style-type: none"> <li>A majority of people now have positive feelings about the Gestalt process, and individuals throughout the world have begun creating Replicants and undergoing the procedure.</li> <li>A process called the "Replicant System" is developed to continue the creation of Replicants indefinitely.</li> <li>Researchers manage to subconsciously implant Replicants with the goals of defeating the Legion and maintaining the Replicant System.</li> <li>Project Gestalt proceeds to its final phase. Replicants are entrusted with the task of subjugating the Legion and freeing the world from WCS while Gestalts sleep.</li> <li>To manage the Replicant System, androids capable of functioning indefinitely are deployed throughout the world.</li> <li>Replicants are directed by androids to gather the Maso that causes WCS. This collected Maso is then sent to another dimension by android priests during a ritual called the Festival.</li> <li>Because of the high costs involved, only a portion of the wealthy elite can afford to undergo the Gestalt process at this point in time.</li> </ul>                                                                                                                                                                                    |
| 2033 | ■ <b>Grimoire Noir Program Begins</b>                                    | <ul style="list-style-type: none"> <li>Using otherworldly technology, researchers succeed in implanting a Gestalt into a book-like vessel known as a Grimoire. Thirteen such vessels are created, beginning with Grimoires Noir and Weiss.</li> <li>A plan is drafted to use the vast amounts of energy created by simultaneously activating Grimoires Noir and Weiss to forcibly return each Gestalt to its respective Replicant. This system is intended to be utilized once the Legion and WCS are eliminated.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| 2049 | ■ <b>Father Nier and Yonah Go Gestalt (NieR Gestalt)</b>                 | <ul style="list-style-type: none"> <li>Gestalt souls are discovered to have a high chance of losing their sentience and relapsing over time, which causes them to become violently deranged and eventually die.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| 2053 | ■ <b>Brother Nier and Yonah Go Gestalt (NieR Replicant ver.1.22...)</b>  | <ul style="list-style-type: none"> <li>Research reveals that maintaining a Gestalt's sentience requires Maso from a subject who has undertaken the Gestalt process without becoming destabilized.</li> <li>At the behest of the World Purification Commission, the Hamelin Organization distributes clones of Grimoire Noir to the poor. Their goal is to sharply increase the Gestalt population in the hopes some might avoid relapse—an indication they possess stable Maso.</li> <li>A poverty-stricken Nier is tricked into thinking the Hamelin Organization can cure his sister (or daughter) Yonah's illness. But when he sees others relapsing around him, he realizes the danger and flees.</li> <li>On the run, Nier and Yonah are attacked by relapsed Gestalts in the ruins of a Shinjuku market. Nier chooses to go Gestalt in order to protect her, managing to keep his sentience intact in the process. But Yonah also goes Gestalt during the incident and immediately begins to relapse.</li> <li>The Hamelin Organization contacts Nier and offers to put Yonah into cold sleep for a thousand years until the world is free of disease. In exchange, Nier will provide them with his stable Maso.</li> <li>Nier agrees, becoming the "original Gestalt" who provides stabilizing Maso to all the others.</li> </ul> |
| 2764 | ■ <b>Replicants Begin to Develop Free Will</b>                           | <ul style="list-style-type: none"> <li>As the Replicants maintain the system and collect Maso, some gradually begin to develop free will.</li> <li>At first, this manifests as childlike stubbornness, but it rapidly develops into mature human thinking.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |

## KEY CONCEPTS

● **LUCIFERASE**

A drug that prevents WCS infections. The earlier it is administered, the more effective it is. Children who receive the drug are pushed to join Crusades and fight the Legion. The United Nations and Hamelin Organization hide the fact Luciferase doesn't actually prevent WCS, but merely slows the onset of symptoms.

● **THE HAMELIN ORGANIZATION**

A group formed to find physically capable children and train them to fight the Legion. Just like the World Purification Commission that oversees Project Gestalt, it is affiliated with the United Nations—but mysteries surround the many corporations which actually fund it. Its existence is initially classified, but comes to light as the war with the Legion expands.

● **NATIONAL WEAPONS LABORATORY**

Possessing little influence within the United Nations, Japan founds this research facility to strengthen its own military. The NWL repeatedly flouts laws prohibiting human experimentation in a mission to develop a magic-based weapon that can harm the Legion. Emil and Halua are among the first experimental weapons raised and infused with magic at the NWL.

● **REPLICANTS**

Replicants are vessels created with data taken from a Gestalt's former body. When a Gestalt enters its corresponding Replicant, the entirety of their human self is restored. At first, Replicants are implanted with simple personalities that leave them unable to take independent action. But as the cycle of dying and being remade from their Gestalt data continues, they begin to develop free will. The Black Scrawl that corrupts them is an unexpected defect caused by the relapsing of their corresponding Gestalts.

● **PROJECT GESTALT**

Project Gestalt is the umbrella term for the World Purification Commission's various plans to protect humanity by turning them into Gestalts, having their Replicants eradicate the Legion and WCS, then reuniting Gestalts and Replicants.

● **GRIMOIRE NOIR PROGRAM**

The Grimoire Noir Program is a part of Project Gestalt that uses magic to insert Gestalts into thirteen book-like vessels called "Grimoires." The especially powerful Grimoires Noir and Weiss are part of a system designed to produce vast amounts of energy. The androids who oversee the Replicants are programmed to use this energy to forcibly restore Gestalts to their respective Replicants.



| Year           | Date/Occurrence                                    | Details                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
|----------------|----------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 3000 (approx.) | ■ Replicants Begin to Create Culture               | <ul style="list-style-type: none"> <li>Most Replicants now possess free will. They grow and develop in response to environmental stimuli, developing personalities that are unconnected to their former Gestalt selves.</li> <li>Different civilizations develop in each region, most comparable to those of the late Middle Ages. Science and culture progress rapidly, largely revolving around ruins and relics of the past.</li> </ul>                                                                                                                                                                                                                                                                                                                            |
| 3276           | ■ A Red Eye Reborn                                 | <ul style="list-style-type: none"> <li>Replicants continue purifying the world. After the Legion has been largely wiped out, a young Replicant enters the forbidden land of Jerusalem in search of a way to resurrect his dead lover, who is also a Replicant.</li> <li>When he wishes for her return, she suddenly emerges from the white, cocoon-like mass of the last Red Eye's corpse.</li> <li>The resurrected lover has red eyes and little sentence. She brutally murders the young man, then goes on to lead the Legion as a new Red Eye.</li> </ul>                                                                                                                                                                                                          |
| 3287           | ■ Legion Destroyed                                 | <ul style="list-style-type: none"> <li>With a Red Eye's rebirth, the Legion is once again a powerful force, and the world the Replicants have been protecting finds itself in peril once more.</li> <li>An android and four Replicants challenge the Red Eye to battle and destroy her. The entire Legion is annihilated, and all remaining Maso returned to its world of origin. The world is finally purified.</li> </ul>                                                                                                                                                                                                                                                                                                                                           |
| 3288           | ■ Gestalts Begin to Awaken                         | <ul style="list-style-type: none"> <li>With the world purified, Gestalts begin to awaken. But the Replicants, who now possess wills of their own, see them as monsters—who they dub "Shades"—trying to steal their bodies.</li> <li>Replicants begin fighting Gestalts in multiple regions. In areas where androids are in firm control, however, Replicants are ordered to accept their Gestalts, and the pairs are safely combined into humans.</li> </ul>                                                                                                                                                                                                                                                                                                          |
| 3300           | ■ Gestalt-Replicant War Begins                     | <ul style="list-style-type: none"> <li>In order to return to their Replicant bodies, Gestalts attempt to perform the ritual of revival by executing the Grimoire Noir Program.</li> <li>Some Gestalts begin relapsing and going berserk despite being stabilized with Gestalt Nier's Maso.</li> <li>Gestalt Nier, who has been providing his Maso for over a thousand years, begins to realize that unless something changes, Yonah will never be revived.</li> </ul>                                                                                                                                                                                                                                                                                                 |
| 3361           | ■ Father Nier's Replicant Acquires Grimoire Weiss  | <ul style="list-style-type: none"> <li>Gestalt Nier obtains the original Grimoire Noir in order to return Yonah's soul to her Replicant body.</li> <li>In accordance with their World Purification Commission programming, androids Devola and Popola recognize Gestalt Nier as the lord of the Gestalts and begin advising him.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                           |
| 3454           | ■ Brother Nier's Replicant Acquires Grimoire Weiss | <ul style="list-style-type: none"> <li>Also under Devola and Popola's guidance, Replicant Nier obtains Grimoire Weiss. The androids then have him gather the Sealed Verses so Weiss can fuse with Noir and initiate the Grimoire Noir Program.</li> <li>Having no faith in the Grimoire Noir Program, Gestalt Nier kidnaps Replicant Yonah and inserts Gestalt Yonah into her. He also makes plans to claim Replicant Nier's body for his own.</li> <li>At the Shadowlord's Castle, Replicant Nier defeats Gestalt Nier, while Replicant Yonah returns after Gestalt Yonah chooses to destroy herself.</li> <li>Due to the death of Gestalt Nier—the original Gestalt—the Gestalt Project can no longer proceed. Humanity's destruction is now inevitable.</li> </ul> |

## KEY CONCEPTS

## ● RELAPSE

Souls that have gone Gestalt eventually experience mental breakdowns, go berserk, and begin attacking Replicants. To prevent these so-called relapses, they must continuously receive Maso from Nier, who has been designated as the original Gestalt. Nier provides this Maso to the Gestalts in order to protect a relapsed Yonah, but after a thousand years of doing so without any progress, he walks away from his role in the plan. At the same time, Gestalts who had been receiving his Maso begin to relapse anyway—a problem Project Gestalt failed to foresee.

Devola and Popola hypothesize that Nier's change of attitude is hastening the relapses, and decide to activate the Grimoire Noir Program as soon as possible in order to complete the fusion of Gestalts and Replicants. (Another theory, however, posits that relapses are actually the result of intentional coding by a Project Gestalt programmer who preferred to see Replicants rule the world.)

## ❖ Document 3: A Note from a Journalist

August 3, 2053 (Weather: cloudy)

I have a very bad feeling about this. I'm starting to think I'll never get out of here, so I'm going to document everything that happened.

I first encountered the phrase "Project Gestalt" about eight years ago, in 2045. A government contact heard they were doing some sort of research connected to white chlorination syndrome but didn't have solid information beyond that. At that point, I started to hear rumors that a treatment had been found for WCS, but that it was only available to the extremely wealthy. Guessing the treatment might have something to do with Project Gestalt, I launched a full investigation.

The first thing that struck me as odd about Project Gestalt was its connection to the Japanese Self-Defense Force. The JSDF got a huge boost to their budget after the Legion Act, but their spending was entirely classified. When I started tracing payment records from various companies, I learned they'd begun developing a new weapon from special technology some twenty years earlier. The tech apparently came from the giant that fell to Earth fifty years previous, but I couldn't learn anything else because everyone involved with the research seemed to be dead.

Anyway, while looking into the whole weapon-development thing, I stumbled onto a few surprises regarding the "Rebuild Your Life" program that was part of the government rescue plan that began a decade ago. You know, the one they shill on the radio with that cheesy music? Well, I found tons of delivery records between the JSDF and the guy who runs that program. At first, I thought it was some kind of military surplus, but turns out I had it backward. The deliveries were from Rebuild Your Life to the JSDF. The receipts list the contents as "construction materials," but there's no way they were shipping rebar and two-by-fours in the kind of heavily guarded rigs I saw.

I wanted to know what Rebuild Your Life was really about, so I enrolled in it along with a writer friend named Izuka (though we obviously didn't list our real occupations). I got a weird vibe from all the interviews they conducted in the name of "research," but the strangest thing of all was the medical examination. Though the exam was optional, they divided people into two groups based on whether they took it or not. I found it very strange that a medical exam would be part of a financial assistance program, but since we were there to find out what the program was about, we agreed to take it.

After the exam, we were assigned to a group of about thirty people of all ages—everyone from kids to the elderly. They all had two things in common: they were very poor, and they had no living relatives. (Which, incidentally, was something Izuka and I lied about.) Once we assembled, they put us on a bus that took us to the Shinjuku Ward Community Center. We were led to a conference room, given some weird books, and told to wait for further instructions. Well, those instructions never came, which ticked off a lot of people. But seeing as we were all exhausted, we decided just to spend the night in that conference room.

That's when things really hit the fan. Moments later, some kind of black monster suddenly showed up and started killing members of the group. The rest of us panicked and got the hell out of there quick, eventually spending the rest of the night together in a ruined building. We still hadn't heard from anyone in the program when the sun came up, so we decided to walk in the direction of Nakano ward. We followed Ome-kaido Avenue west to Nakano Hill until we reached a giant wall—apparently a new blockade created from parts of the Wall of Jericho.

And that's where I find myself now. We're all still trapped in here, and none of us have any idea why—I mean, the books they gave us don't even have any text in them. My friend Izuka left to get food yesterday and still hasn't returned. It's cold. Salt is falling, and it looks just like snow.

If you've found this message, I'm probably dead. I just hope you can expose the truth of what happened here, whoever you are.

—Nao Hakumoto

## For the record:

- **Name:** Nao Hakumoto
- **Occupation:** Print Journalist
- **Location:** OG Testing Center (Shinjuku)
- **Reference:** A digitized copy of the note that was in Hakumoto's possession. As it involves classified information, it was confiscated rather than passed to his next of kin. The body was cremated.



## 3 The Failure of Project Gestalt, and What Comes After

Despite including a lot of uncertain elements, Project Gestalt seemed to be going smoothly. But two factors—the relapse of Gestalts and the development of free will among Replicants—have doomed the project. With Gestalt Nier (the original Gestalt) dead, any remaining Gestalts will inevitably relapse and perish. And since Replicants are unable to reproduce and require data from their Gestalts to create new bodies, they will all die out with this generation. We may never know whether Replicant Nier knowingly chose Yonah over the world's survival when he killed his Gestalt, but unless a new original Gestalt is found, humanity will disappear from the Earth in the very near future.



38  
ITEMS

## WEAPON STORIES

This section includes all 64 stories for the game's 38 weapons. For each weapon, we've also included any stories for its counterpart weapons from the games *Drakengard* and *Drakengard 2*, which came out before *NieR Gestalt* and *NieR Replicant*, as the two series share a connected lore.

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NOTE: All stories herein are presented as faithful renditions of the in-game text and so retain any apparent inconsistencies in the source material.



NAMELESS BLADE

## NIE R WEAPON STORY

Smash. Smash. Smash. Smash.

Sweat rolls down the faces of hardscrabble men as they chip away at ironstone, their cheerful singing echoing through the mine.

We are workers. Workers in the mine. Dirty from tip to toe, again today we search for iron with all our might.

Smash. Smash. Smash. Smash.

Foom. Foom. Foom. Foom.

The sound of women stomping on bellows in the mill.

The sound of iron being gathered from the scorched sands.

We are workers. Workers in the mill. Workers who send wind.

Today, we stomp the bellows again with all our might.

Foom. Foom. Foom. Foom.

Clang. Clang. Clang. Clang.

The sound of swordsmiths wielding hammers at their forges.

The ringing of such transformative blows is stunning indeed.

We are swordsmiths. Swordsmiths who bring blades to life.

Lords of steel.

Clang. Clang. Clang. Clang.

Rip. Rip. Rip. Rip.

The sound of flesh being rent on the battlefield.

The sound of killing enemies. Killing someone. Killing humans.

Someone help me. It hurts—it hurts so much. Help me, Mommy...

Rip. Rip. Rip. Rip.

## NIE R WEAPON STORY

MAY 21

We've finally run out of money. Food just costs a lot more nowadays because of the war. We tried begging at the church, but they have their hands full caring for the wounded and can't spare anything.

Yonah's really lost a lot of weight. I wish I could get her something to eat.

JULY 15

We met a nice lady who gave us some food. At first, I thought she was homeless like us, but she said she was joining some kind of relief and support thing run by the government, so we decided to go with her.

At least Yonah seems to be doing okay today.

AUGUST 1

That nice lady from before used a book and turned into a monster. We ran away as fast as we could, because I don't think she's human anymore. Everything those adults told us was a lie—they won't give us money, and they won't treat Yonah's illness. Also, there's a huge wall around the city now and we can't get out. We never should have come here.

AUGUST 5

It's so cold today. I can't believe it's summer. I can actually see my breath.

We decided to hide from the monsters in an abandoned supermarket.

We found a few old cans of food there, but now those are gone. Also,

Yonah's cough just won't quit.

I've got a really bad feeling about this...



IRON PIPE

## KUSANAGI



### NIER WEAPON STORY

The shield left hanging on the wall was covered in dust.  
The blade left in its scabbard had rusted over.  
The techniques I hadn't used were forgotten.  
The body I was to train was left to grow soft.  
I had lost the will to practice discipline.

I thought things would end without a single word said.  
I pretended not to see violence inflicted by others.  
I had given up, assuming things would never change.  
I believed there was no way to oppose such a great power.  
I sneered at hearts that tried to believe anyway.

I laughed, thinking them brainless fools.  
Those were the thoughts I had taken refuge in.  
I had given up, believing nothing was possible in the end.  
I lamented the foolishness and ugliness of it all.  
My life had lost all meaning.

I had lost sight of those who were precious to me.  
I could not believe in their kindness.  
I was unable to save them from the grief that tore at their hearts.  
I had forgotten the courage it takes to protect the smallest of joys.  
I believed my words would never reach you.

### NIER WEAPON STORY

They were a frighteningly diligent people.

They would clear forests and hunt animals even when they had no need.  
They developed techniques to preserve food they were unable to eat, and  
earned more money than could ever be spent. Yet there was not a single one  
among them who did not accept these practices, for none knew of any other  
customs.

They were a frighteningly studious people.

Their grasp of calculation and science exceeded any pretense of practicality,  
and they would repeatedly engage in spirited debates regarding predictions  
of the future. They invented an increasingly difficult language and created an  
infinite series of complex machines which they would immediately discard.  
But there was not a single one among them who looked back, for none knew  
of any reason for concern.

They were a frighteningly obedient people.

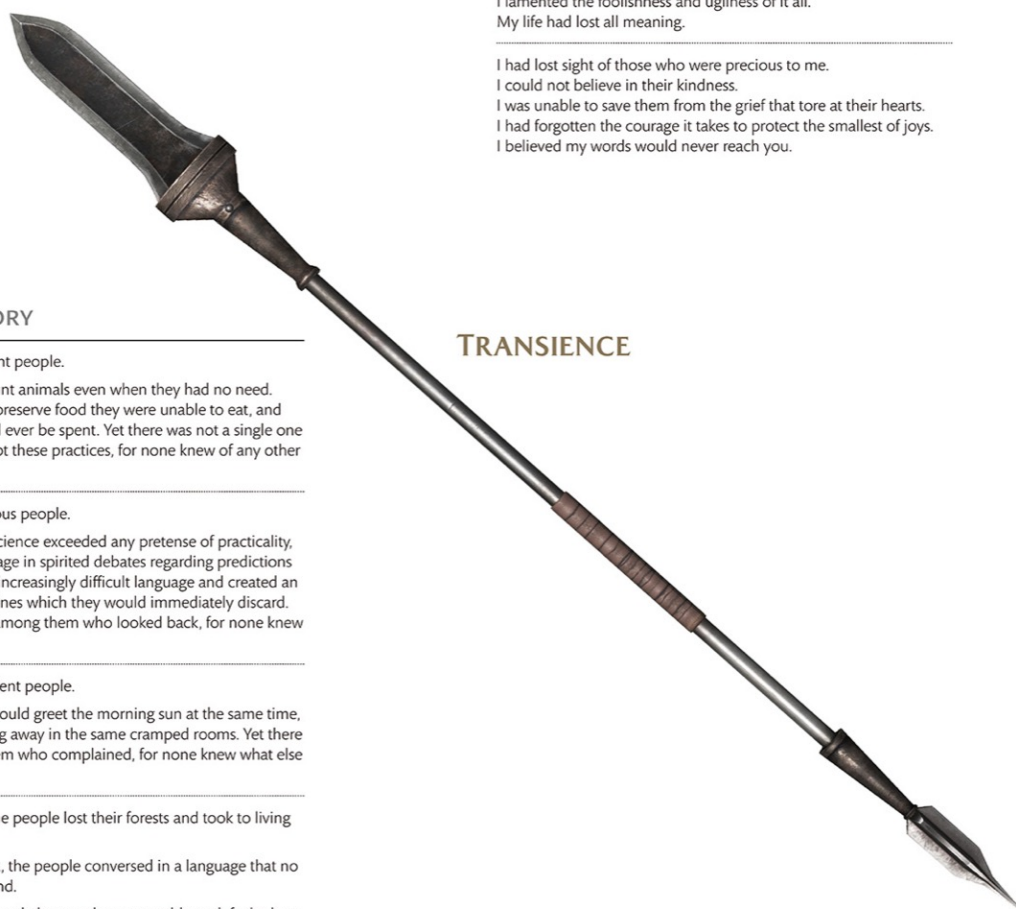
Without ever being told, they would greet the morning sun at the same time,  
in the same clothes, while toiling away in the same cramped rooms. Yet there  
was not a single one among them who complained, for none knew what else  
they should be doing.

Having worked far too much, the people lost their forests and took to living  
atop the sand.

Having grown far too intelligent, the people conversed in a language that no  
other peoples could comprehend.

Having grown far too well-behaved, the people were unable to defy the laws  
that would be established one after the other, and came to live their lives  
enclosed by tens of thousands of rules.

## TRANSCIENCE







## BEASTCURSE



### NIER WEAPON STORY

Long, long ago, in a faraway kingdom, there lived three brothers.

The youngest was a terrifically lazy lad who spent most of his days fast asleep. However, he was every bit as cheerful as he was lethargic, and so was beloved by all.

When the nation was beset upon by a most contagious disease, the youngest son did naught but laze about the palace, humming to himself all the while.

But his cheerful music comforted the townspeople, so instead of hating him, they sang his praises. "Oh, what a fine young man!" they would say. "Just the finest young man you will ever find!"

When the nation became embroiled in war, the youngest son did naught but laze about the palace, telling stories of the good old days all the while.

But his fascinating stories helped the townspeople forget the horrors of war, so instead of hating him, they sang his praises. "Oh, what an amazing young man!" they would say. "Just the most amazing young man you will ever find!"

One day, the youngest son was lazing about the palace as usual when he realized he could no longer hear the voices of the townspeople, and he wondered why that might be.

He lazed and he wondered.

He lazed and he wondered.

He lazed and he wondered.

Eventually all that wondering tired him out, and he went to sleep. That is why, in that nation where all have perished from war and disease, the only sound that can be heard is the soft snoring of a young man.

It is a nation of happiness. A nation of happiness. A nation of happiness. A nation of happiness. A nation of happiness.

## BEASTLORD

### NIER WEAPON STORY

Long long ago in a faraway kingdom, there were three brothers. The eldest brother was a king who ruled over the nation entire. He was a most terrifying king, feared by all.

Each day, the king would select one of his subjects to execute as a sacrifice. This day, he chopped off a mother's head and forced her family to watch. The head spun three times as it flew through the air before landing next to the head of her son, who the king had previously killed.

Oh, the horror of it all.

But the king merely watched the sight unfold before him and laughed in a most unsettling voice.

One day, the king contracted an illness most dire—one which caused his body to rot while he was still alive. But though diseased, the king would still drag his decaying flesh to the executions all the same. His retainers dared not defy their king, so they continued to kill day after day after day after day.

In the end, the king rotted and died. His was a disgusting, foul, rotten death, but his retainers continued carrying out executions before the king's rotted corpse every day... Every day, killing... Every day the rotted king and the rotted retainers and the rotted citizens...and the rotted you.



## BEASTBAIN



### NIER WEAPON STORY

Long, long ago, in a faraway kingdom, there lived three brothers.

The middle brother was a famous general who commanded a vast army. People everywhere were terrified of his troops, for they were most violent indeed.

This general loved to make war.

He enjoyed nothing more than watching cities burn and corpses pile up—and he fought not to subjugate, but simply to destroy all that he could. His well-trained soldiers laid waste to towns, cities, and even nations for the sake of their general. And as they hewed and hacked and chopped, the general would chuckle to himself in the most vulgar of tones.

The army marched on and on.

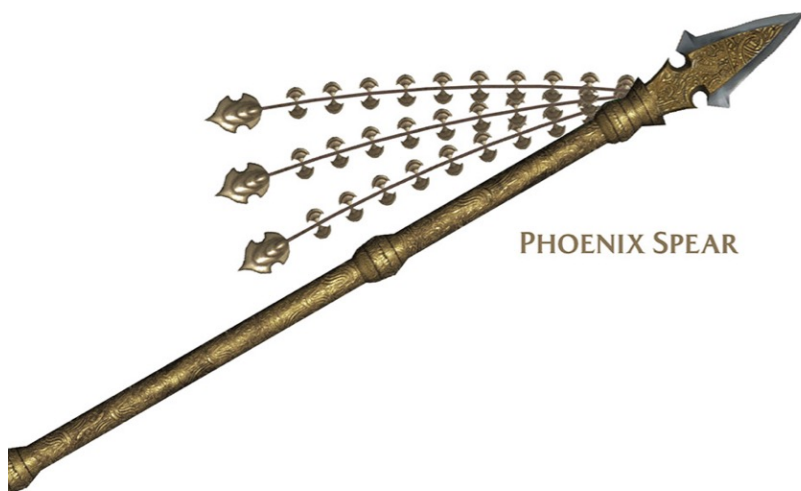
Nations by the sea. Nations in the mountain. Nations in the deserts. Nations in the tundra. Nations to the east. Nations to the west. The general cared not—he simply wished to watch it all burn.

His orders were absolute, and for years beyond counting the soldiers killed and killed and killed and killed and killed and killed and killed and killed and killed and killed and killed and killed and killed.

After some time, the army arrived in a certain nation.

They killed its soldiers. They killed its townspeople. They killed its princesses and princes and dukes and bakers and lawyers and accountants and beggars and thieves.

Eventually, a shabby general came pleading for his life with tears in his eyes, but they killed him as well. However, the soldiers thought he seemed familiar and tried to recall how they might have known him. In that moment, however, the general's daughter appeared, and they became so engrossed in ending her life, they never thought about the matter again.



PHOENIX SPEAR

## NIER WEAPON STORY

There was once a warrior in a frontier nation who feared not death.

He was so brawny and powerful, arrows were said to bounce harmlessly off his flesh. For this reason, the warrior always threw himself into the thick of any battle.

One day, a beautiful bird appeared before the warrior in a dream.

The bird commended the warrior for his valor in battle and offered to grant him one of two wishes: The bird could bring an end to war and grant peace to all the world, or the bird could bequeath the warrior an immortal body.

The warrior chose immortality.

From that day forth, the warrior's exploits were nothing short of astonishing. He mowed down foes in uncountable numbers; no amount of arrows or swords or axes could slow his march. The king showered him with titles and gifts, and for a time, it seemed the warrior's days of stunning glory would continue until the end of time.

But conflict did not cease. Eventually, the warrior's frontier nation was invaded so often that the flames of war left the entire country in ruins. Crops withered. People perished. And before long, there were none left who even knew the warrior's name.

The shattered warrior was tortured day and night by endless starvation, but his body refused to let him die. So he sought out the bird again and pleaded for it to grant him release.

"Ah, but you cannot die," chirped the bird in response. "You will never die."



PHOENIX SWORD

## NIER WEAPON STORY

This is a story of a time long, long ago.

There was once a beautiful bird with resplendent feathers that lived a quiet life deep in the forest.

One day, a lost child wandered into the woods. He came from a place of famine, and had been abandoned in the forest as a way to reduce the number of mouths to feed.

Taking pity on the feeble, starving child, the beautiful bird plucked one of its own feathers and gave it to him. When he returned home, his family was overjoyed by the feather and permitted him to live with them once more.

Hearing the child's story, one person after another descended on the forest to tell the beautiful bird how poor and unfortunate they were. Each time, the bird would pluck a feather and give it away, pluck a feather and give it away, until it had no more to give and its once-beautiful visage had become shabby beyond recognition.

But the shabby bird had no regrets.

One day, the original child appeared before the shabby bird, which was featherless and freezing in the cold. He had come seeking a bird with resplendent feathers, that he might repay the creature's earlier kindness.

Overjoyed, the shabby bird said to the child, "It is I you seek. If I might beg a favor, would you hold me to your chest and warm my freezing body?"

Sparing a single glance at the shabby bird, the child called it a liar and cut it down with a large blade. He then roasted the bird, ate every last part, and set out anew to find the beautiful bird who had once saved his life.



PHOENIX DAGGER

## NIER WEAPON STORY

There once was a woman who promised her hand to a man who was departing for the front. Devout by nature, she spent mornings, afternoons, and evenings in prayer for the safety of her beloved. Perhaps in response to her earnest pleas, one night a bird enveloped in light appeared to her in a dream and began to speak:

"The man you love will surely return safely," said the bird in a beautiful voice. These words brought great comfort to the woman, and she began weeping tears of joy.

"However," continued the bird, "his heart will surely not."

Soon, the man returned as the bird had foretold, his body covered in scars beyond counting. But as the bird had also foretold, he returned with an unfamiliar woman of extraordinary beauty at his side. Despite this, the pious woman could not contain her love for the man and ran out to meet him as he approached.

Surprised, the man embraced her, then collapsed to the ground. The pious woman stood over him, a bloody dagger in one hand and the ripe crimson fruit of his heart in the other.

"His heart will stray no longer," she whispered. Amidst the gathering pool of blood, her face awash with pure ecstasy, she placed a tender kiss on her beloved's heart and offered a prayer of gratitude.



## LABYRINTH'S WHISPER



### NIER WEAPON STORY

So this girl had a huge set'a horns on her. Beautiful horns like a bull, just growin' outta her head above her ears. I had myself a gander at where the horns met the head, and let me tell ya, they were comin' straight outta her SKULL!

She was the only kid like that in the whole village—the others were all normal. The kid with the horns, though? Born real small, apparently. ...Er, the horns were, I mean. Not the kid. And hell, they woulda needed to be! Fat chance the kid's momma would have been able to push out a pair of horns huge as that! Haw haw haw!

You'd think a girl like that woulda been bullied, right? Well, you'd be wrong—that kid was the hardest person for miles in any direction! Wasn't a man in the village who'd tangle with her—and we're talkin' men what ain't scared of nothin'.

She was the best at doin' work what needed physical strength and all that, and she always led the charge whenever Shades attacked. And folks loved her for that, sure—but most of all, they loved her because she was always cheerful and just plain tough.

But one day, this huge Shade attacked the village that was just... too strong. It tore the men apart like old rags, and half the guys in the village died. The girl with the horns fought with all she had, but eventually she couldn't keep up, and the Shade lifted her off the ground and ripped the horns right outta her head.

The way she screamed was like nothin' you've ever heard—sound shook the earth itself, it did. After that, things got real quiet, so I stepped outside and found both the Shade and the girl dead. Each of 'em had wounds all over, and they were leakin' blood outta just about everywhere. And don't judge me for sayin' this now, but it was almost...beautiful. Like lookin' at dark red flowers in full bloom, ya know?

Hope that answers your first question about why folks in this village can't hear nothin'. But you should know, none of us think badly of the girl for makin' us this way—bein' deaf is a hell of a sight better than bein' dead! Haw haw haw!

Anyway, we've all talked over that day to death, and we think that final scream was her way of sayin' goodbye. Everyone in the village is honored that the last thing we ever heard was her farewell, and that's the god's honest truth.

## LABYRINTH'S SHOUT



### NIER WEAPON STORY

It was a beast that lived in a cavern's deepest, most untouched depths.

It had massive horns. A body like steel. Breath of scorching fire.

The peace-loving villagers hated this monstrous beast with the head of a bull and the body of a human. They feared it. And soon, the beast came to be known as the "Minotaur of the Labyrinth."

Contrary to its terrifying appearance, the minotaur was exceptionally kind. Not only did it refrain from harming other creatures, it took great care not to trample flowers beneath its oafish feet as it walked. Indeed, the reason it lived so deep inside a cavern was to help avoid frightening the villagers.

One day, a lost girl wandered into the beast's cavern. Frightened by the sight of it, she cried so hard she eventually passed out—which left the beast in quite the quandary.

"I have no choice," the beast finally decided. "I must take the poor thing back to the village, for her mother and father will be terribly worried."

Two days after the girl vanished, her panicked parents found her sleeping soundly in front of their home. On the ground a short distance away was the dead body of the minotaur. It had been impaled by several swords, and the blood scattered around it held an almost otherworldly quality.

Yet there was no indication the beast had attacked the girl. In fact, it looked as though it had been trying to place as much distance between itself and her as possible, so as not to dirty her with its blood—almost as if it didn't want her to be afraid. And then, having curled up to make itself as small as possible, the monster died.

## LABYRINTH'S SONG



### NIER WEAPON STORY

She was a hopelessly slow woman.

Impossibly clumsy, it would take her three times longer than anyone else to accomplish a task. She walked slowly, talked slowly—she even blinked slowly. So slow was the woman that she could not even draw water to anyone's satisfaction.

The children began calling her "the cow" and laughing when she passed by, but she would only chuckle in response.

She was a hopelessly dull woman.

When she fell and drew blood, she would carry on as though in a daze. Though coins often dropped from her purse, she never managed to retrieve one. And if someone spoke ill of her to her face, it would take hours for her to realize the insult.

When the children saw her, they would hurl rocks with glee.

She was a hopelessly foolish woman.

One summer, when the village was suffering a most terrible drought, the woman vanished. The children all starved to death. The villagers spent no time worrying about the woman who ran away.

Two days later, rain fell and the village was saved, but the woman did not return. And on the twentieth day, a shaman arrived at the village.

The shaman held a spear with a pair of horns that was oiled and sticky to the touch. So heavy was the spear that none could wield it effectively, although even if they managed to lift it, the weapon was incapable of piercing through anything at all.

The shaman forced it on the people and left it with them, but none dared approach it. And to this day, it quietly slumbers in a forgotten corner of the village.

## FOOL'S EMBRACE

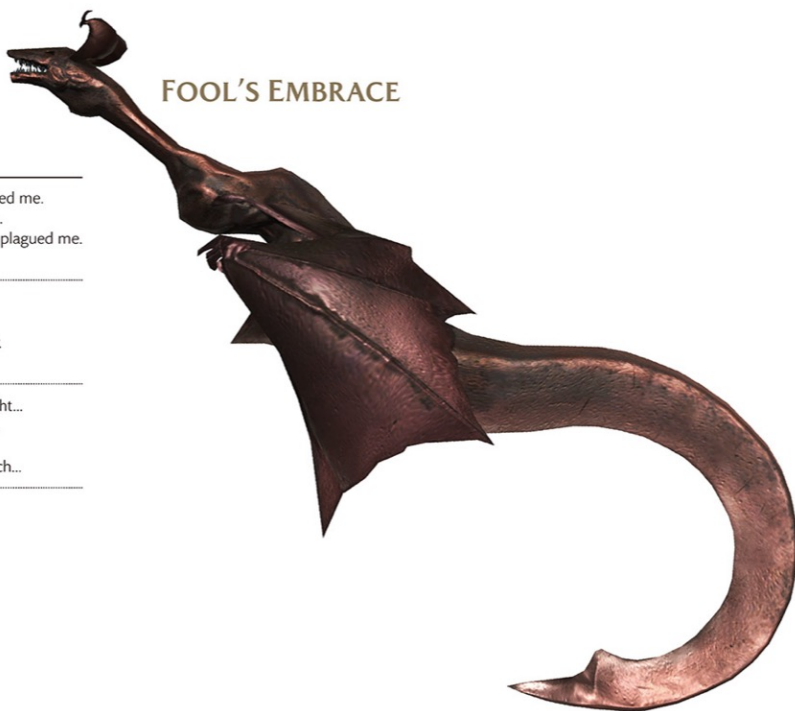
## NIE R WEAPON STORY

I was saved from the despair that shackled me.  
I was freed from the fate that cursed me.  
I was pacified from the indignation that plagued me.  
I was changed by the day I met you.

My flames will scorch the earth below.  
My fangs will know the taste of blood.  
My claws will rend my enemies asunder.  
My wings will soar the skies above.

If your eyes are to be robbed of their light...  
If your skin is to be stained with blood...  
If your sword is too heavy a burden...  
If your lips can no longer produce speech...

Even if this body is snuffed out.  
Even if these words are stolen.  
Until our contract is complete.  
Until the moment this warmth is lost.



## FOOL'S ACCORD

## NIE R WEAPON STORY

This is the story of a sorrowful prince. A tale of a kingdom in a time long past.

Attacked by the forces of darkness, the nation was annihilated in a single night by inhuman soldiers with red eyes and a group of black dragons so numerous they blotted out the sky. Having infiltrated the king's castle, the black dragons visited upon the king and queen a most horrible fate—it is said that their stomachs were torn open by the black dragons' mighty claws and the very floor they stood upon became a sea of blood.

The prince and princess, though wracked with sorrow, escaped to live another day. The prince, spurred by the shock of witnessing his parents' tragic end, became consumed by a desire to exact vengeance.

This is the story of a terrifying prince. A history of a conflict in the long ago.

Obsessed with laying low his hated enemies, the prince indulges in his vengeance day after day after day. Even when faced with foes who take heel, he chases them down and tears them apart from groin to gullet. The carnage is so horrific, his fellow soldiers whisper tales of how they saw him mutilating bodies that are already long-dead.

Perhaps because no commander can control him, the prince is sent to an even harsher battle.

This is the story of a fooled prince. The whereabouts of fate in the long ago.

The prince's next battleground is a castle that guards a goddess. He lays waste to all before him: hacking arms, cleaving legs, rending stomachs, gouging eyes, separating heads from shoulders. But soon the injured prince can no longer tell the difference between the blood that rains down and that which comes from his own wounds, and he collapses in a heap.

As he writhes in pain, coughing up gouts of hot blood, he lifts his gaze and sees a hated dragon standing before him.

This is the story of a mad prince. A meeting with a dragon in the long ago.

An injured red dragon stands before the prince—and though it is a different color than the beasts that killed his parents, he feels the need to avenge himself upon it regardless. But as he raises his sword, the dragon says, "In exchange for both our souls, human, I will save your life and grant you power."

After some thought, the prince makes the pact. It matters not to him what he might lose in the deal or that it involves a dragon; all he cares about is that he can continue swinging his blade. So he swings and swings and swings, and with each blow, his heart fills with a desire as black as the deepest night.



## FOOL'S LAMENT

## NIE R WEAPON STORY

Memoir: June 12, 2003, approximately 15:00

A massive, white humanoid (initially called "the Weapon" but since renamed "the Giant") falls from the sky above Tokyo's Shinjuku ward, inflicting tremendous damage. At the same time, a large red creature (henceforth referred to as "the Dragon") appears and engages the Giant in combat—though both the nature of its attacks and their utility remain unclear.

As the Self-Defense Force contemplates methods by which they might attack the target, the government establishes a Bureau of Emergency Countermeasures.

Memoir: June 12, 2003, approximately 16:00

The Giant, which was locked in combat with the Dragon, suddenly begins to collapse for reasons unknown. The Dragon is then shot down by the 6th division, 303rd squadron of the Air Self-Defense Force.

No official record exists of who issued the order to attack the Dragon.

Work is begun to retrieve the remains of both the Giant and the Dragon, but no official verification has ever been made regarding which organization performed the retrieval.

Memoir: December 2003

The first case of White Chlorination Syndrome is confirmed in Tokyo's Shinjuku ward.

Memoir: July 2004

Humans continue to turn violent due to White Chlorination Syndrome, with fighting growing increasingly intense in infected regions. With the cause of the disease still unclear, the infected are isolated, and violent riots suppressed by force. Main thoroughfares are sealed and rail transportation is halted, later leading to all of Shinjuku being sealed off.

At this time, the prospect of asking the American military for non-official intervention is considered, but the government defers. Meanwhile, research begins on Maso particles obtained from the Giant and the Dragon, as well as on countermeasures for White Chlorination Syndrome. This research ultimately leads to the founding of Project Gestalt a decade later.





**NIRVANA DAGGER**  
(DRAKENGARD: MAIDEN'S KRIS)

### DRAKENGARD WEAPON STORY

When the great shrine was built, young women were chosen to be sacrifices. They plunged this kris sword into their own hearts. The blade glimmers with the souls of its young victims.

The first sacrifice was a respected and pious believer. The pure young woman was chosen to serve as the foundation stone of the new shrine.

The second sacrifice was a kind girl of the village. Though sad to be chosen for death, she consoled herself with the knowledge that her sacrifice would help others.

The third sacrifice was a girl who made her living as a thief. She cursed the gods angrily as her life was taken. At the moment the sword struck home, it coiled and writhed like a wounded snake.

### DRAKENGARD 2 WEAPON STORY

A short sword lay at the corner of the altar in the shrine. During its construction, the sword was used to take the lives of sacrificial maidens, whose blood was offered to earn the blessing of the gods.

The number of maidens sacrificed is the number of the pillars. Each of the maidens, who died against their will, cursed the sword with their dying breath.

Soon after the shrine's completion, the priests fell victim to disease and misfortune. One by one their order dwindled and the shrine was eventually abandoned in the wake of the war.

Several hundred years later, the shrine still stood. Resting on its forgotten altar, the cursed sword remained, casting an eerie light around the murdered maidens' tomb.

### NIER WEAPON STORY

The girl had been betrothed to a local lord on the day of her birth.

As she grew, her days were taken up studying proper bridal technique, while her evenings were spent staring out her bedroom window and offering prayers for her betrothed to the night sky.

"Oh, my lord. If only you would come to me but a single day sooner."

Her home was occupied by several other girls her age. Each one shared the same betrothed, and spent her days studying bridal techniques and her evenings praying to the night sky.

"Oh, my lord, if only you would come to me but a single day sooner."

One day, a quarrel broke out as the girls argued that only the greatest among them could become their lord's betrothed. None would yield an inch, each asserting only they alone could possibly satisfy him.

Seeing this, their caretaker said in a kind voice, "Worry not, girls! Each and every one of you shall surely become bride to our lord!" Hearing this, every face lit up in an expression of pure joy.

On the day they were to be married, the girls were brought to a place of cobbled stone they could see from the windows of their home.

A single dagger was then placed before them, and the girls were told they needed to end their life here and now if they wished to meet their betrothed. Upon hearing this news, the girls scrambled to seize the dagger from one another, plunging it into their chest the moment they held it.

Years later, a temple named "The Betrothed" was built on the spot where the girls took their own lives.



**EARTH WYRM'S CLAW**  
(DRAKENGARD: DRAGONHOOK)

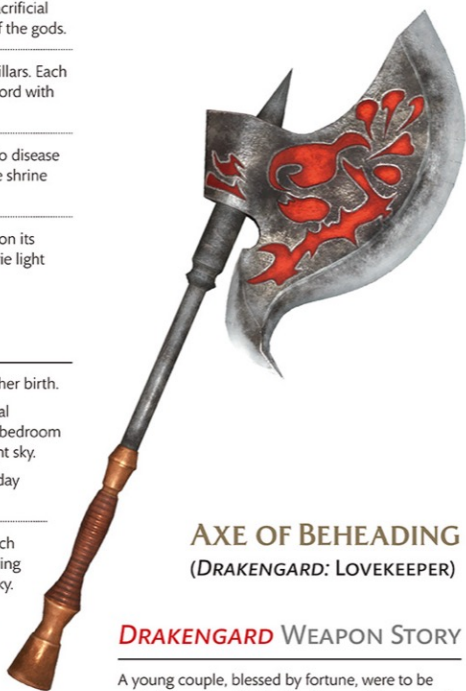
### DRAKENGARD WEAPON STORY

An imperial archaeologist unearthed this weapon's blade from the ruins of an ancient holy place. Believed to be the fossilized remains of some beast, the substance was incredibly hard.

With great care and reverence, the scientist tried to sharpen the rock. But the substance was impervious to fire, to acid, and to all the tools of his workshop.

Driven mad by the unyielding substance that sat reproachfully before him, the scientist smashed it against his head again and again till he fell dead of his wounds.

The darkly glimmering substance was the claw of an earth dragon, and only human blood could sharpen its edge. And so for ignorance did another scientist die.



**AXE OF BEHEADING**  
(DRAKENGARD: LOVEKEEPER)

### DRAKENGARD WEAPON STORY

A young couple, blessed by fortune, were to be wed. But on the night before the wedding, a small, shining spirit appeared before the young bride.

The ghost whispered in her ear, speaking straight to the weakness in her heart: "Do you wish to make him all yours? Do you wish to ensure his heart is yours for all eternity?"

When the girl recovered her senses, she found this gore-splattered axe in her hand, and before her, the bloody head of her beloved.  
"Now he is yours forever..."

Even now, the ghost of the young bride can be seen wandering the village, garbed in a blood-splattered dress and clutching the sightless head of the man she was to marry.

### NIER WEAPON STORY

An elderly scholar sits in the dim reference room of a moldy museum. Before him lies a single box which has long been sealed away; it is an article the museum's previous curator made abundantly clear should never be opened.

It is said the box contains a fossil that drinks the blood of humans. What foolishness! One would think we as a people would have outgrown such nonsense. Only someone who spends all their life surrounded by books could possibly believe such preposterous superstition.

He opens the box, which spits forth a cloud of dust, and beholds a single stone of bizarre shape. Looking at the attached handle, one could easily conclude it was used in some manner of ceremony. However, it could also be viewed as a weapon. And what a fascinating shape! Yes, this will require rigorous research indeed...

How foolish everyone was, to be afraid of something like this! The scholar chuckles softly to himself as he reaches up and gouges out his left eye with the fossil's tip.

### NIER WEAPON STORY

There once was a ritual gathering of spirits held on the night of the tenth full moon of the year. During the ceremony, they would gather on the shores of a lake and boast to one another of all the evil deeds they had performed during the year.

The first spirit took great joy in telling of the unfathomably cruel ways she had killed some of the finest soldiers in the land.

Over the year, she had transformed her shape into a lady of the night and called out to various men, then tore off every last piece of their body when they came to her bed. The soldiers, ashamed their skills could not save them, shed bitter tears as they died, and the spirit claimed they were the most delicious thing she had ever tasted.

The next spirit regaled the others with a story of cunning and guile.

One night, she threw a small boy into a bog. When his older sister came to rescue him, she, too, sank into the murk. These two were followed by their parents, then other siblings, then extended relatives, until finally every member of the village was sleeping at the bottom of the bog.

When the spirit finished her story, she was so beside herself with glee that she did not even notice the saliva that dripped down her chin.

Nervously, the smallest spirit in the group stepped forward to address the crowd.

"I am the most amazing of us all!" cried the oft-ridiculed spirit at the top of her lungs. "For it was I who thrust all living creatures into terror's deepest depths!"

The other spirits, unable to contain their mirth, collapsed to the ground and rolled about—and their laughter did not cease until the horrifying monster the small spirit had summoned from the demon world devoured each and every last one of them.



## DRAKENGARD WEAPON STORY

An ambitious wizard sealed a salamander within this axe. It became imbued with potent fire magic and even greater destructive power.

The salamander whispered to the magician: "Feed the axe blood...and we will become even stronger!" Bewitched by the power, the wizard began to seek victims to slay.

"Well? Shall you give us more blood?"

So whispered the axe, its appetite for flesh growing. The wizard, intoxicated by the power, had no means to resist.

Not so long ago, the axe was discovered lying next to a withered mummy as dry as a petrified tree. Even now, the axe whispers to those drawn by the dark night. "Kill," it says...

## DRAKENGARD 2 WEAPON STORY

A twisted magician sealed a fire lizard into this axe. It would whisper words of hatred for others, and drive its owner to madness.

A thief who stole this axe soon extended his territory to beyond the neighboring mountains, and become the chief of a large group of bandits.

A page who acquired this axe became an infamous soldier, and was made lieutenant in an order of knights.

In the end, however, the axe drove both the thief and the page to kill indiscriminately, and they were murdered by their own men.

## NIER WEAPON STORY

The girl stares at the sight before her.

Her father lies nearby, carved to pieces by countless blades. Her mother also lies dying, as well as her newborn baby brother. All had suffered terribly in their final moments, and the girl can do nothing but cry as she stares at the three soldiers who have murdered her only family.

Years later, the girl reappears, her visage made strong by her vow for revenge.

The first soldier has grown so fat that the buttons on his uniform can barely contain his girth. The girl approaches him and claims to know an easy way to lose weight. On the pretext of an examination, she has him lie down on a bed before suddenly hacking off his arms and legs with an axe. The remaining lump of soldier screams and attempts to wriggle away, but the girl pins him down and tells him he still has parts he can lose.

Some time later, the girl sits in front of the now-rounded torso and smiles. "There we are," she whispers. "Look how nice and slim you are."

The second soldier is a peerless lothario; each night, a new woman is invited to his manor to spend the night. The girl breaks into his home and kills the women at his side, then uses her axe to hack off his manhood as he trembles and begs for mercy.

The third soldier has long since left the service, and is now living a quiet life with his family in a remote village. After they have fallen asleep, the girl takes her axe and cleaves the support beams of the house, causing it to collapse. She then sets fire to the wreckage, creating a great bonfire than can be seen for miles in all directions.

Suddenly, the soldier's son crawls from the wreckage, covered from head to toe in terrible burns. As his eyes fall on the girl who has murdered his family, she hands him her axe and flees into the dark of night, never to be seen again.

## VILE AXE

(DRAKENGARD: FOUL BLADE)



## DRAGOON LANCE

(DRAKENGARD: KNIGHT'S VOW)

## DRAKENGARD WEAPON STORY

A long time ago, there was a dragon who could not fly. This rough, yet noble-hearted dragon had never seen a human, until the day he came across a gravely injured knight.

The dragon tended to the knight, but when the human opened his eyes, he stared in fright and tried to flee. In those days, wingless dragons were despised by men as ill omens.

But the knight recovered, and vowed as he returned home to repay the dragon. Many years passed. One day, the aged dragon found himself surrounded by an army of men, and he prepared himself for death.

"My wingless friend! It has been a long time!" Striding from behind the soldiers came the knight of old, now a king with an army of thousands. The dragon let out a roar of delight.

## NIER WEAPON STORY

He had grown old.

The king's dauntless gaze had lost its light, and his stalwart body had grown soft. What's more, every ounce of fear and vanity he had gained with age now gnawed away at his heart.

The king was afraid, so he repeatedly ordered the invasion of neighboring countries so as to hold onto the lands he had been sworn to protect.

The king was afraid, so he tried to take everything through violence and oppression, for he no longer trusted his own advisors and vassals.

There was a dragon that had sworn fealty to the king.

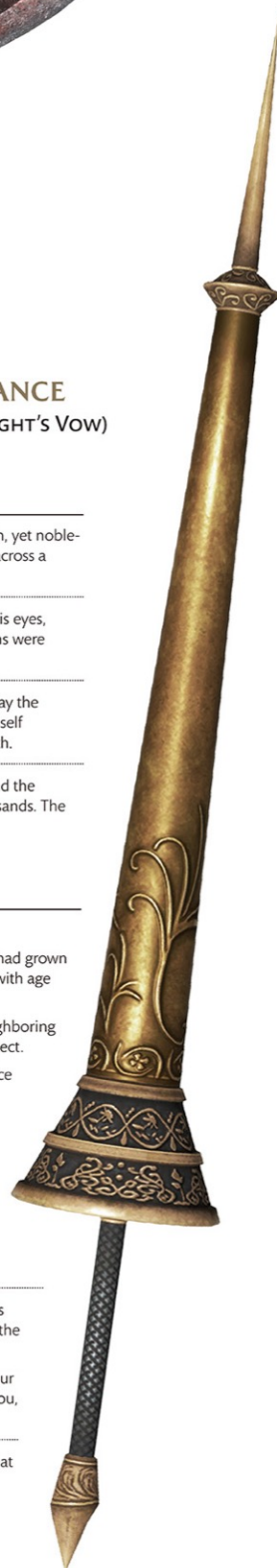
This wingless creature would do anything the king commanded, for he had been saved by the king once, and sworn to repay this debt with his very soul. Even if the king's orders were folly and madness, the dragon would follow them to the last, for his king was justice itself.

One day, the dragon requested an audience with the king. He was covered in blood from his latest victim—the king's own son, who the regent had ordered the dragon to assassinate.

The bloody dragon hung his head low and said, "I cannot defy your orders, O king, but neither can I obey them any longer. I beg of you, kill me and grant me release."

This is a tale of a foolish king and a wingless dragon in a nation that fell centuries ago.

Even now, the wind blows ceaselessly across the grasslands. It blows just as it did on the day king and dragon made their pact.





## FAITH

(*DRAKENGARD*: NOBUYOSHI)

### *DRAKENGARD* WEAPON STORY

In a far-away Eastern land, there was a poet who made a living reciting songs. But he keenly felt the limits of his own skills, and so he made a pact with a ghost.

With the power of the ghost inside of him, he began to compose glorious and beautiful songs. His fame spread through the city, and before long, he was named the official Poet to the Imperial Court.

But one day, the ghost returned to him, and she said thus: "Your life as a genius poet is over. You shall henceforth never sing a song again."

It was as the ghost said. The poet fell silent, and no more songs came from his lips. His dream gone, he plunged this sword into his breast. It still gleams with the glistening of his blood.

### *DRAKENGARD 2* WEAPON STORY

In an Eastern land, a poet, who made his living singing songs, grew weary of his trade when he realized he'd reached the limit of his talents. While contemplating what else he might do with his life, he saw a beautiful sword in the window of a pawnshop. Enchanted by its crimson blade, he bought the sword and took it home.

The night, he slept with the sword by his side. As he began to dream, an imp appeared and demanded a trade. He said that if the poet gave up his name, the imp would give him talent in return.

The poet gave his name to the imp without a second thought. In return, he received a beautiful body and exquisite talent for songs overnight.

But without a name, the beautiful poet lost more and more of his humanity as the days went by. One fateful morning, he awoke to find that he'd turned into an imp.

Fearing to be seen in the world of men, he fled and was never seen again. He left behind the beautiful sword, now granted a name.

### *NIER* WEAPON STORY

There was once a famous poet in a land to the far, far east. Now in his twilight years, his ability had withered such that he could no longer craft a single stanza or verse.

The poor poet spent every moment wracked with sorrow for what had been lost—but one day, a monk appeared by his side, gently placed a blade in his hand, and imparted the following words:

"Kill one by this blade for one poem, and two for two in kind; the likes of which will be more splendid than any this world has ever heard."

Clinging to the monk's words, the man waited for the cover of darkness and cut down a man he encountered by the roadside. The following day, he wrote a most beautiful poem, instantly reclaiming the fame and prosperity he had lost.

The poet went on to kill two in succession. He killed one and wrote a poem, then killed again and wrote another, rising to almost dazzling levels of wealth and renown. But soon, he became obsessed with knowing how splendid a poem he might write if he were to kill someone precious to him.

He killed his wife and wrote a poem. He killed his children and wrote a poem for each. He moved through his estate killing everyone there, writing and writing and writing and writing and writing.

Eventually, he killed so many passers-by that the poems could not keep up. He would kill and write, then kill and kill and kill and kill—until in the end he took his own life, no longer crafting poems at all. All that remained was a blade wet with blood.



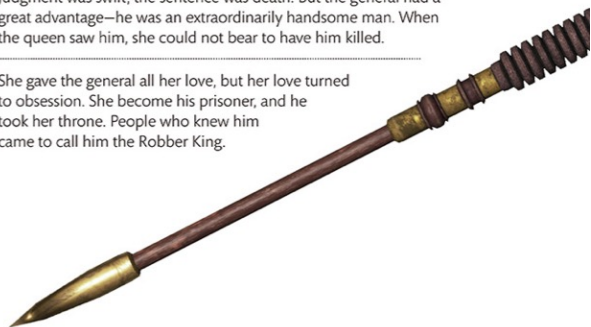
### *DRAKENGARD* WEAPON STORY

In a kingdom of the Union, a general beloved by the common people slew the wicked queen that had taken power when the king had died.

The general came from the lowest classes, making a living as a murderer and highway-man. After killing his fifteenth victim, he was at last captured by the authorities.

Judgment was swift; the sentence was death. But the general had a great advantage—he was an extraordinarily handsome man. When the queen saw him, she could not bear to have him killed.

She gave the general all her love, but her love turned to obsession. She became his prisoner, and he took her throne. People who knew him came to call him the Robber King.



### *DRAKENGARD 2* WEAPON STORY

At the end of a long battle, the rebel leader finally pierced the tyrannical king's heart with his spear. As he drew his last breath, the army of the revolution poured into the castle. Now the land would be free of corruption, and peace would return. The victorious rebel smiled at that thought, but his smile was short-lived...

The last battle perplexed him. The king offered no resistance—it almost seemed as if he gave his life willingly. But would a corrupt king do that? While he pondered over this, his allies called for him to come to the dead king's chamber.

There he found the princess, bound and gagged. His allies quickly explained that they found her like this. Feeling rather bemused, he removed her gag and heard the truth; she had been taken hostage by a spy from a nearby land, and used as leverage to force her father to sabotage his own kingdom. "He was no tyrant!" she cried.

Moving as to free her from her bonds, the rebel drew his knife and slit the princess's throat. Whether or not her father had been a tyrant did not matter now. All that mattered was the angry masses had risen up to remove a corrupt king. The truth was buried with the princess's body and her murderer was crowned that day.



## SPEAR OF THE USURPER

(DRAKENGARD: ROBBER KING)

### NIER WEAPON STORY

In a far-off land, there was a man who acted as a double for the nation's prince, performing duties in his stead as was required.

One day, having finished his work, he returned to the prince's chamber to find the princess lying naked in his bed. As the double stood in place, dumbfounded, the man who shared his face sneered and invited him to join them.

The double loved the prince's sister, and he felt that the princess—who admired him as her brother—loved him as well. Indeed, she was the only thing that kept him going in an otherwise miserable job, for the prince was a most despicable man indeed.

Eventually, it came to pass that a war was to be waged under the prince's command.

The night before it was to begin, the prince took his double aside and promised him a night with his sister if he could bring him the head of the enemy general. And as the prince chuckled with delight, the double took up his spear and thrust it through the prince's gaping mouth.

The war over, the "prince" made a queen of his sister, and would inflict wounds upon his own face and throat, an act which would occur every time she called out to him using her brother's name.

Before long, the "prince" was found dead, his face burned and a spear thrust through his open mouth.

The man's face, hideously burned, was the very picture of serenity.

## REBIRTH

(DRAKENGARD: RAVENFEEDER)



### DRAKENGARD WEAPON STORY

A circular-bladed sword owned by a noble family that lived deep within a great forest. It was said that the user of this weapon would be blessed by the gods with three lives.

The sword was originally designed as a tool for torture. Its outer blade is sharp enough to bisect a man with one stroke, while the inner is kept dull to inflict hideous pain.

Poison can be poured into the handle. As soon as the victim is cut, the poison flows into the wound and causes nearly instantaneous death.

So cruel was this weapon judged to be, it was banned by the old kings. Soon thereafter, it became infamous as the tool of assassins.

### NIER WEAPON STORY

That's right, this here's the weapon that'll be ending your life. Aw, don't sweat it—there's nothin' to worry about. It'll be a pain the likes of which you've never felt before. In fact, you won't even feel pain at first—it'll be more like water slidin' across your skin. Honestly, for most folks, it ain't the pain that makes 'em scream—it's the sight of their own blood flowin' out of 'em.

Yeah, it won't end so easy. See this part of the blade right here? This part hurts like a real sonuvabitch. It's my favorite, which is why I always save it for last. I like to use it after people's voices get too hoarse and you can't tell what they're sayin', which is a real...

Fucking hell, are you ever loud! Mind pipin' down there? You're gonna make my hand slip.

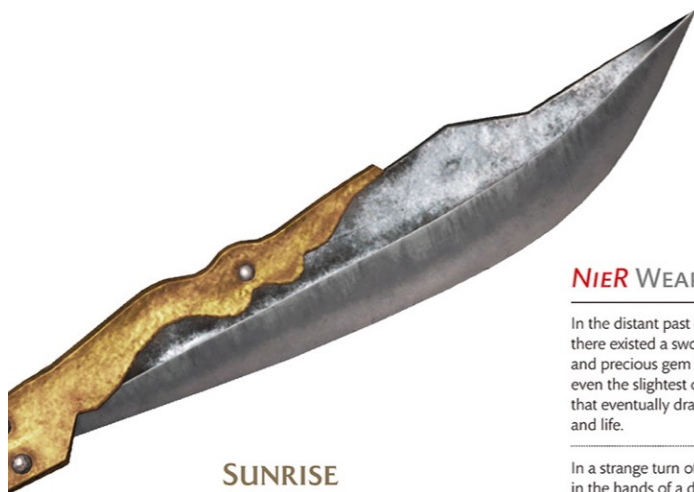
I won't kill ya right away, so don't worry about a thing there, champ. I'm gonna take my sweet time before ya finally give up the ghost. Honestly, you'd be surprised how much it takes to kill a person.

I mean, think about it! People got two eyes—most of 'em anyway—and two ears. Ten fingers, ten toes, twenty nails across the lot—and don't even get me started on joints, 'cause folks got hundreds of the damn things! Yeah, we got plenty of ways to keep ourselves entertained.

...Huh? Why am I doing this? Now ain't that a question! Buddy, I'm just doing what you've been doing for a good long while now: nabbing innocent citizens on fake charges, torturing 'em, and puttin' their severed heads on display.

That ring any bells, buddy? It should, 'cause it was all you. Guess maybe you forgot about all that, eh? Well, that's okay. I'll spend all the time it takes to make sure you remember every last thing ya did to my wife and daughter.

Heh heh... Heh heh heh...



## SUNRISE

(DRAKENGARD: FHENG'S GLAIVE)

### DRAKENGARD WEAPON STORY

A wealthy Eastern merchant spared no expense when he ordered the forging of this magnificent glaive. So fine is its blade that when it slices off a man's head, the victim feels no pain at all.

Yet it harbors evil powers. Any man who dares look into the blade sees a warped image of his face. The greater a man's greed, the uglier his reflection becomes.

When the merchant looked into the blade, he saw a reflection more hideous than any other. He could not bear to see the ugly face, and he swore to never again look at the weapon's shining surface.

But one day, a demon whispered in his ear, and he was again tempted to look into the blade. There he saw a face so abominably deformed and repulsive that he turned the weapon on himself and cut off his own head.

### NIER WEAPON STORY

In the distant past of a land known as the Golden Isle, there existed a sword crafted from every kind of metal and precious gem in the land. So sharp was its edge that even the slightest cut would leave an unsealable wound that eventually drained the victim of both their blood and life.

In a strange turn of fate, the sword eventually ended up in the hands of a destitute woman who sold her body to get by. The sword was as long as she was tall, and she could not wield it effectively, so she instead slid it between her sheets as a surprise for the men who used her. The sword was so sharp, they felt no pain when cut, and soon died without even knowing it was happening. The woman would then help herself to their coin, causing her own purse to swell.

Making use of her gains, the woman dressed most beautifully, and soon had acquired every kind of metal and precious gem in the land. But it was not enough for her, so she decided to melt down the sword and obtain the gems contained within—a desire made manifest by the sword's beauty.

Thus decided, the woman heaved the sword to her shoulders and made for the blacksmith.

But on the way to the smith, the sheer weight of the sword caused the woman to lose her balance, and she fell from a bridge into the river below. So unshakeable was the woman's greed that she could not bring herself to relinquish her grip upon it.

The woman's pale and bloodless corpse was found washed up on the riverside the following day.



## MOONRISE (DRAKENGARD: MOONFIRE)

### DRAKENGARD WEAPON STORY

This sword is forged of a granite that burns red with eternal heat. Only those who enjoy the protection of the moon god, ruler of the cool night, may dare grasp the hilt.

Legend tells of a great warrior who carried this sword into battle. Roaring a battle cry, he charged into the fray, where a hundred enemy archers struck him through with a thousand arrows.

Yet not a drop of blood flowed from his wounds, and though the arrows pierced his heart, his strength failed him not. His army was the victor on that day.

With the battle won, the warrior returned to camp. But in the instant he laid down his sword, he froze cold and as still as ice. The protection of the moon god had finally claimed his life.

### DRAKENGARD 2 WEAPON STORY

The sword made of marble emits a fierce chill and quietly awaits its owner.

The legend told that the marble sword could freeze even its owner's age. It continues to wait patiently.

The marble sword continued to wait. So long it waited—long enough to freeze time.

The sword had waited for so long that surely even the warmth of human blood could not awaken it now. The only thing that could be said for sure is that the frozen face of its wielder would be reflected in its blade.

### NIER WEAPON STORY

There is a legend of long ago that speaks of a nation threatened by a great inferno. This nation, however, was saved from eternal hellfire by a sword with the power to freeze anything. Around this sword stood thousands upon thousands of human ice sculptures.

A man on a journey to seek out weapons eventually discovered the sword.

He wrapped it in several layers of cloth and took it with him, placing it in the bag he carried upon his back. But before the man realized what was happening, the cloth, the sword, and his own body ended up frozen solid.

A traveling shrine maiden eventually discovered the sword.

She offered a prayer to her god and gripped the hilt, but cold instantly shot through her fingers and into her body, freezing her solid. In her final moments, the shrine maiden unleashed words of great blasphemy to the god who had failed her.

An enslaved woman in a mine eventually discovered the sword.

Desiring an easy death over the continuation of her daily suffering, she grasped the weapon firmly. And while the woman did not freeze, she was also unable to pierce her own flesh. Soon, moonlight shone upon the blade of the weapon, reflecting the sight of the woman being beaten and dragged away by her master.

### DRAKENGARD WEAPON STORY

In the twisted, misshapen blade of this sword lies an evil curse. Within it is the hate of the woman who used it to slay herself—and the lover who betrayed her.

All who take up this sword are bewitched, and against their own will they find they must slaughter others without mercy. Only by cutting off their own arm can the curse be broken.

When a victim cuts off his arm, his soul becomes a part of the blade. He is able to wield it with nothing but the power of his own thoughts.

Only one other way exists to break the curse of the sword. If the spirit of the girl were to fall in love with the wielder, then she would lift the spell. But no man has yet won her love.

### NIER WEAPON STORY

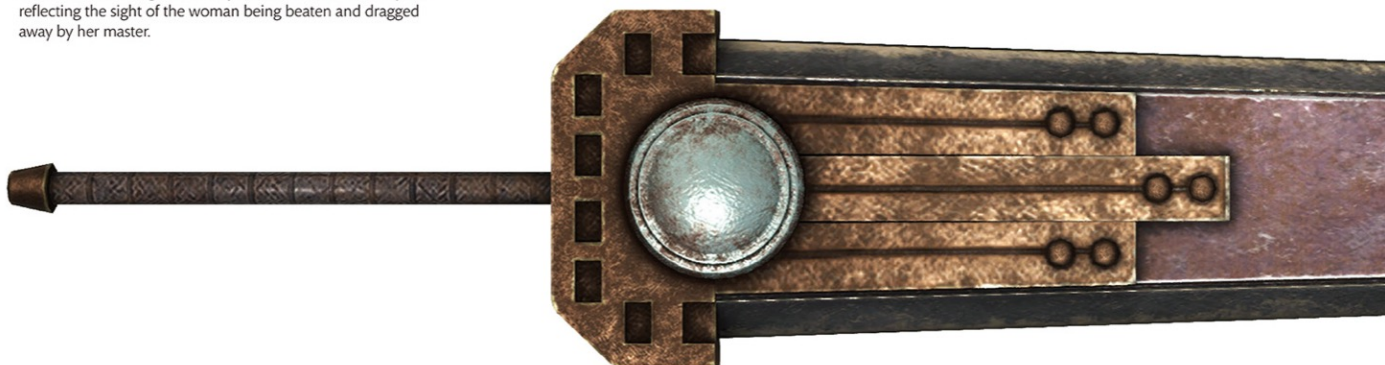
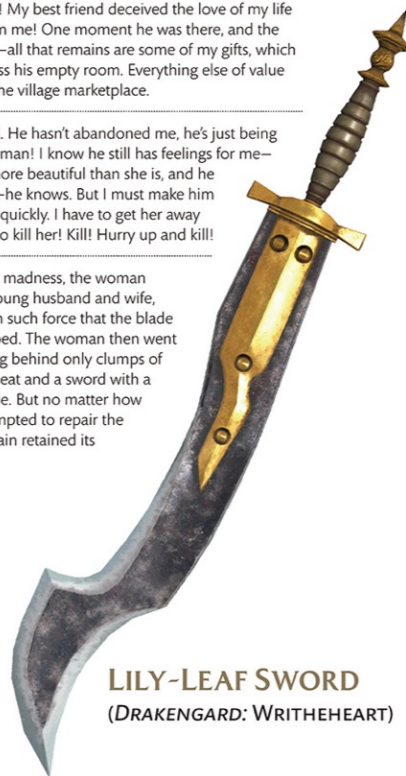
I love him with all my heart, as he does me. When we cross paths outdoors, he sends signals with his eyes that only I can understand. He treasures my gifts so much, he keeps them locked away in a safe. Oh, I couldn't ask for a better lover!

I can't believe this! My best friend deceived the love of my life and stole him from me! One moment he was there, and the next he was gone—all that remains are some of my gifts, which are scattered across his empty room. Everything else of value has been sold at the village marketplace.

This will not stand. He hasn't abandoned me, he's just being tricked by that woman! I know he still has feelings for me—he must! I'm far more beautiful than she is, and he knows it! Oh, yes—he knows. But I must make him see the truth, and quickly. I have to get her away from him! I have to kill her! Kill! Kill! Hurry up and kill!

Consumed by her madness, the woman slaughtered the young husband and wife, hacking them with such force that the blade of her sword warped. The woman then went into hiding, leaving behind only clumps of unrecognizable meat and a sword with a horribly bent blade. But no matter how many smiths attempted to repair the sword, it never again retained its original shape.

## LILY-LEAF SWORD (DRAKENGARD: WRITHEHEART)



## DRAKENGARD WEAPON STORY

The leader of warriors seeks out their death

Deep in his heart fall the tears of heaven

The lakes of blood glimmer like beacons in the dark

The lesson steals life and blesses it anew

## NIER WEAPON STORY

The captain tramples life under his feet.

The screams of others transform into songs of joy.

Flowing tears change from despair into darkness.

Conflict beckons revenge, and gives way to new solitude.

## CAPTAIN'S HOLY SPEAR

(DRAKENGARD: BATTLELUST)



## DRAKENGARD WEAPON STORY

This is the largest sword in the world, too heavy for any mere mortal to lift. It is believed that now, no warrior has been able to wield it.

It was ordered forged by the warlord Vahk the Pitiless. Made from the melted armor of his vanquished enemies, the sword announced Vahk's might and grandeur to the world.

The sword grew heavier every time it took a life and it gradually became more and more difficult to wield. At last, even its mighty owner could no longer swing it.

One morning, Vahk the Pitiless was found dead. Beside him, dripping with flesh and dyed scarlet with blood, lay the sword. Who had managed to raise the mighty weapon against him?

## DRAKENGARD 2 WEAPON STORY

What was once hailed as the largest blade in the world, striking fear into the hearts of men, now bore no trace of its former glory. Only a shattered heap of iron remained.

When this heap was still a sword, its owner had tried to fuse it with an unimaginable variety of objects. His mania for modifying the weapon had seen its titanic form incorporate armor, other swords, and even the bones of the dead. Mighty though it already was, he was obsessed with the idea that it could be made yet stronger.

The blade slowly began to change color, turning crimson towards its edge. This gradation seemed to symbolize its place on the boundary between this world and the next. Certainly, it had been the difference between life and death to many a friend and foe in the past. But when its owner tried to fuse it with a baby, its blade finally shattered.

Discarded as a failed experiment, the sword longed for the days when it had terrified men with its fearsome form... So it searched for an owner who could forge its blade afresh.

## NIER WEAPON STORY

I raise the cry of my birth.

The sound of heated iron taking shape; a steel mallet striking my form. Born to deliver karmic justice, I enter the world under the careful watch of spark and flame that give light to the gloom.

I am a blade born of a deafening roar. I am a weapon. I am Iron Will.

I grant death.

I transform the dread and screams of my foes to elation. I festoon my iron skin with their viscera. When I rob them of life, I am filled with dark joy. When I crush them beneath me, I find meaning in my birth. And I continue to kill, that I might share this delight with all.

I kill, and kill, and kill, and kill. I am a weapon. I am Iron Will.

I am shattered.

At battle and blood's end, my body is torn asunder by malice and hate. Today, I again engage the red dragon in battle, and magical forces meet leaping iron fangs to create a bloodstorm.

My steel cursed, I sink into the slumbering black. I am a weapon. I am Iron Will.

I dream.

It is the dream of a small butterfly. In it, the butterfly is caught in a light rain, struggling against it with all its might.

In the darkest of nights, I behold a dream that will never come true. I am a weapon. I am Iron Will.



## IRON WILL

(DRAKENGARD: HYMIR'S FINGER/BROKEN IRON)



## BLADE OF TREACHERY

(DRAKENGARD:  
SKALD'S SONG)



### DRAKENGARD WEAPON STORY

There were two sisters who were renowned as the greatest swordsmiths in the kingdom. No matter who challenged them, none could make a finer sword.

One day, a wandering bard visited their home. He sang with a voice so beautiful that the gods wept to hear it, and both sisters fell deeply in love with the kind and gallant skald.

Each of them set about making the most magnificent sword, so that they might win his love. But their bitter rivalry led them to make only dull and brittle blades.

Seeing their discord, the skald offered to take both of them as his brides. With their rivalry ended, together the sisters crafted this magnificent sword and named it Skald's Song.

### DRAKENGARD 2 WEAPON STORY

In a cold land to the north, there lived two sisters who loved each other very much. They made their living as blacksmiths and owned a little workshop in the village. One day, they were working hard as usual when a villager ran in, and told them that their mother—who had been missing since they were little—had been found!

The sisters' mother was trapped inside a glacier on top of a mountain, as beautiful as the day she disappeared. The sisters tried to destroy the glacier, but none of their smithing tools could make any impression on the iron-hard glacial ice.

When nothing else showed any sign of working, one of the sisters said, "Sister, what about one of our swords?" So they took their finest creation, Skald's Song, and swung it at the glacier. As the blade touched the ice, there was a mighty explosion and the sisters found themselves in the loving arms of their long lost mother.

"How you've both grown!" Their mother had survived inside the glacier for all that time. The sisters cried tears of joy and talked to their mother for days on end.

When they finally got up to leave, their mother made no attempt to stop them. They were, after all, smiths who commanded fire.

### NIER WEAPON STORY

The sisters were puppets of complex machinery. So fine was their construction that any who laid eyes upon them assumed they were human in every way.

They were the embodiment of man's greatest technological achievements; they walked like humans, ate like humans, laughed like humans. The one thing they could not do, however, was shed tears, for they were not designed in that way.

Because the sisters were machines, they felt nothing. Oh, they might mourn as humans did, but they experienced no true sadness, for they did not know what sadness was. Even when their friends perished in tragic accidents and their creator died of disease, they felt nothing. To the sisters, all it meant was that those people no longer existed.

It was a warm spring's day when a lone cat wandered into their home. It was a scrawny, filthy thing, riddled with disease.

"What a bother," the sisters thought as they looked down at the wretched creature.

But they fed it milk, wiped it clean, and kept it warm, and soon the cat was well again. From that day forth, it would linger wherever the sisters were, brushing against their legs when it wanted food.

If it caught a mouse, it would bring it back to boast its prowess. If it wanted love, it would cry out to them in a mewling voice.

"What a bother," the sisters thought.

It was a cold winter's day when the cat came into their house, let out a feeble squeak, and died. Time and again did the younger sister shake the cat's body. Time and again did the elder sister call out to it. But the cat neither moved nor responded.

In that moment, the sisters felt as though they felt something break deep inside their chests. And from that day forth, they truly felt nothing at all.

### DRAKENGARD WEAPON STORY

Queen Brunhilde, daughter of Visigoth king Athanagild, was wife to Sigebert I of Austrasia, and ruled the kingdom as regent in her son's name after the death of the king.

Neighboring Neustria was ruled by Chilperic I and Queen Fredegunde. Seeking to expand their kingdom at the expense of their neighbor, they had Sigebert assassinated.

This sparked a long and bloody feud between the two kingdoms. The rift between the countries deepened as the Brunhilde's and Fredegunde's relatives were murdered one by one.

Eventually, Brunhilde was betrayed while attending peace negotiations, and was sentenced to death by Chlotar II. This is the pole axe that was used to chop off her head.

### DRAKENGARD 2 WEAPON STORY

Neustria's King Chilperic I ended the long confrontation with Astracia by agreeing to the marriage of his second son, Alfonstein, to Fonpadel, the third daughter of Sigibert I, king of Austracia.

All was peaceful between Neustria and Austracia until Sigibert I's heir Almarbar, missing since his tour of the Western Gothic land of Aunatras, returned to claim the throne.

Almarbar killed his mother, Brunhilda, then confronted King Chilperic's widow, Fredegunde, who had planned to assassinate him, and claimed that Fonpadel and Alsonstein's marriage was illegitimate. He then declared war against Fredegunde's eldest son, King Clotair II of Neustria.

The battle began in the northern Austracian land of Vyomar. Almarbar led his Austracian army to victory over the Neustrians.

Fredegunde was captured at the castle, and executed by the same axe used to behead Brunhilde.

## THE DEVIL QUEEN

(DRAKENGARD: WIDOW'S DEATH)



### FANG OF THE TWINS

(DRAKENGARD: TWINS' FANG)

### DRAKENGARD WEAPON STORY

A long time ago, there were twin gods who gave man the gift of fire and knowledge, and protected him with their wisdom.

But mankind fell into corruption, and the twin gods became wrathful. They sent storms and floods to destroy the cities, and great fires to burn the plains.

Acknowledging their sinful ways, the people offered this great axe in penitence. It was a charmed offering, washed in the blood of sacrificed twin children.

The gods turned the souls of the young twins into stars. Then they sealed the stars within this axe—a grim reminder to mankind that he must never again fall into sin.



## NIER WEAPON STORY

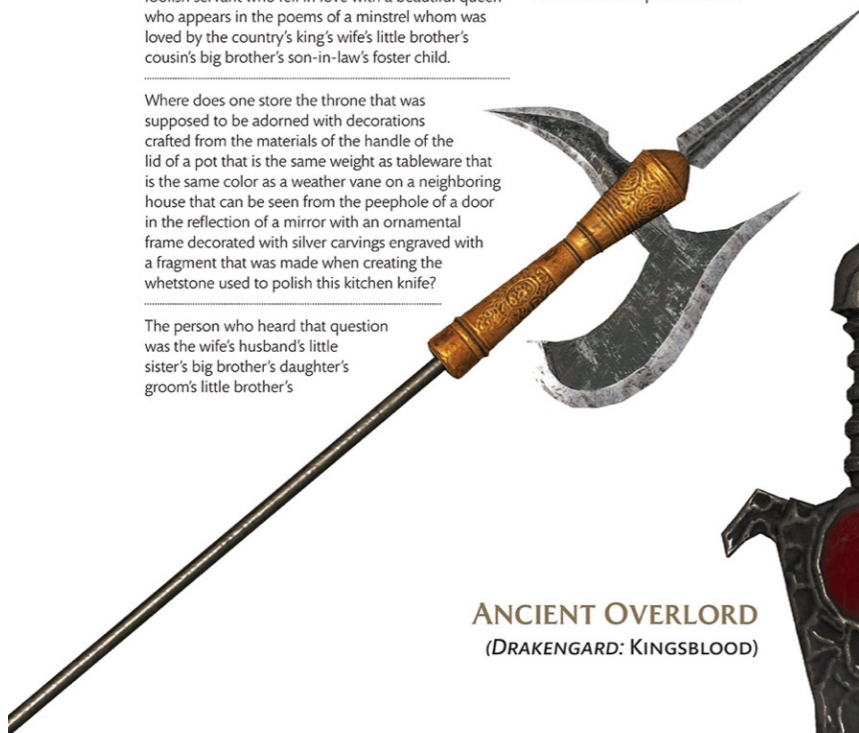
This story takes place in a small country at around the same latitude as the northernmost member of a nation of city-states that are part of a region with a village that is attempting to establish a trade agreement with another village on a tiny island in the ocean south of a country that used to have an alliance with a republic next to a kingdom where a queen resided.

It was asked by the owner of a shop frequented by a wet nurse who looked after the child born of an adulterous relationship by the wife of the master of a foolish servant who fell in love with a beautiful queen who appears in the poems of a minstrel whom was loved by the country's king's wife's little brother's cousin's big brother's son-in-law's foster child.

Where does one store the throne that was supposed to be adorned with decorations crafted from the materials of the handle of the lid of a pot that is the same weight as tableware that is the same color as a weather vane on a neighboring house that can be seen from the peephole of a door in the reflection of a mirror with an ornamental frame decorated with silver carvings engraved with a fragment that was made when creating the whetstone used to polish this kitchen knife?

The person who heard that question was the wife's husband's little sister's big brother's daughter's groom's little brother's

nephew's father's mother's husband's bride's niece's father-in-law's wife's husband's little sister's big brother's daughter's groom's little brother's nephew's father's mother's husband's bride's niece's father-in-law's wife's husband's little sister's big brother's daughter's groom's little brother's nephew's father's mother's husband's bride's niece's father-in-law's wife's husband's little sister's big brother's daughter's groom's little brother's nephew's father's



ANCIENT OVERLORD  
(DRAKENGARD: KINGSBLOOD)



## NIER WEAPON STORY

We've been together since we were born. We're together when we eat, when we sleep, and when we dream.

We share everything! We share the milk we get from Mommy, and the nice things Daddy says to us.

But we're not together when we die. Daddy took me and cut off my head, and Mommy took my sister and cut off her head.

But it's okay. Our blood got all mushed up into a big axe, so now we can be together forever!

## DRAKENGARD WEAPON STORY

In ancient times, this black sword once belonged to a mighty king who built a glorious empire. Under his wise and just rule, the empire thrived and prospered, and knew no equal.

But a ripened fruit can only rot. Spoiled by their wealth and prosperity, the servants of the king began to swell with pride—and fell into corruption and depravity.

Powerless to cease the rot, the king summoned a wicked god into the blade of his sword. He then began to murder his treacherous vassals one after another.

The god inside the blade reveled in the blood-bath. When only the king himself remained, the sword slew him as well, and the silver blade was dyed black by the royal blood.

## DRAKENGARD 2 WEAPON STORY

Once, there lived two generals. One possessed supreme bravery, and the other possessed supreme intellect. The two men admired each other and trained together to become better soliders, until one day, their hearts were stolen by this ancient sword, Kingsblood. They fought to decide who should own it.

The battle for Kingsblood led to war. The brave general fought using what he called the "Iron Guard" formation—a strategy dependent on sheer effort and hardship. It had served him well throughout his glittering military career. The astute general, meanwhile, used strategies never before seen on the battlefield. No one knew who would prevail.

The brave general's direct approach dominated at first, but as time passed, the astute general's ever-changing strategies began to turn the battle in his favor. So the brave general's army held on with dogged determination, and managed, at length, to cancel out the astute general's advantage. The war had reached a stalemate.

After the war, a villager visited the battlefield and said, "They were both great generals. If only their talents had not been so polarized... If only they had possessed a balance of might and intellect, we would have been spared the tragedies of war."

## NIER WEAPON STORY

There once was a royal sword passed down in a prodigious kingdom that had prospered for generations. It was said the crystal embedded upon it contained a great magic, and should it ever absorb the blood of ten thousand people, it would glow bright red and grant its wielder immortality. However, this kingdom's final ruler—known to the world as the High King—valued the continued prosperity of the kingdom he had inherited from his ancestors over any prospect of eternal life.

One day, the queen—the king's dearest love—lost her life in a tragic accident. She was with child, and the tragedy occurred shortly before the babe was to be born. Distraught with grief upon hearing the news, the aged king found himself unable to accept the prospect of his royal bloodline dying with him.

In an attempt to continue the kingdom's legacy by attaining a body without death, the now-mad High King used the sword to cut down any and all subordinates or citizens unlucky enough to cross his path. "If I am to be the final king," he was heard to cry, "then the kingdom survives so long as I live!"

He killed his subjects by the dozens. The hundreds. The thousands. And with each life he stole, the crystal's light grew more radiant. But when the crystal was nearly full, the king's ailing heart proved unable to bear the burden and burst, killing him on the spot. Alas, had he just slain the pregnant woman and unborn child that were before his very eyes, he would have taken exactly ten thousand lives.



## VIRTUOUS CONTRACT

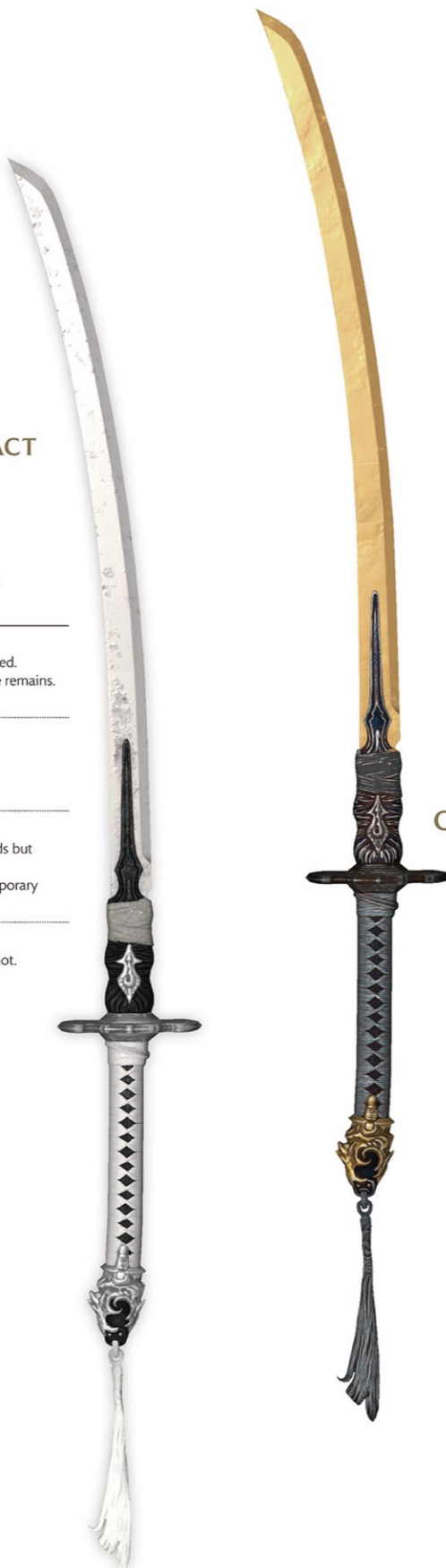
NIE REPLICANT VER.1.22...  
WEAPON STORY

Pod, relay the following to Command:  
Mission complete. Destruction of target verified.  
I will return to the Bunker after recovering the remains.  
Over.

Pod, relay the following to Command:  
I've made contact with the operation's target.  
No suspicious activity observed at present.  
I will continue monitoring the target. Over.

Pod, relay the following to Command:  
I investigated the target's observational records but  
found no hostile behavior.  
Requesting target reexamination and the temporary  
suspension of this operation.

Destruction of target verified.  
I make no apologies, for I promised I would not.  
"...Farewell."

NIE REPLICANT VER.1.22...  
WEAPON STORY

There once existed a cursed spear whose holder would inevitably meet a violent end.

Eventually, the weapon found its way to a mechanical automaton that possessed no soul. And though it was a mere machine, the spear delivered countless deaths upon it all the same.

The automaton warred against mechanical weapons much like itself.

It was crushed to death, burned to death, and thrown to its death from great heights. Yet each time, the automaton was reborn and thrown into battle anew.

The war became fiercer and more complicated. There were self-detonation suicide attacks, false operations, and betrayals by companions.

Indeed, it seemed to the soulless automaton that it was inhabiting a kind of infinite, cyclical hell.

Finally, the automaton died a final time in order to save its trusted companions—an act that precluded the possibility of ever returning to life again.

But as pangs of agony spread through its body, the automaton found its final rest.

VIRTUOUS  
DIGNITY

## CRUEL OATH

NIE REPLICANT VER.1.22...  
WEAPON STORY

"I'm starting your boot sequence."  
As you lay resting before me, I call out to you.  
I want to let you sleep a little longer, but I've got my orders.

"Let's start by getting the brightness set."  
I was the first thing you saw after you woke up.  
I hope my hair looks all right!

"Let's check your voice-recognition settings. Can you hear me?"  
Mine was the first voice you heard after you woke up.  
I have to try and keep my voice nice and deep;  
I don't want to sound too excited.

"Okay! Settings should be good to go. Good morning."  
And so we peacefully boot up to face yet another day.  
...Another day of killing our machine enemies.



## VIRTUOUS TREATY

### *NIER REPLICANT VER.1.22...* WEAPON STORY

My family has decided I am to be betrothed.  
I cannot resist, for I am but a tool.

The man who became my husband possessed terribly  
cold eyes. But he, too, is a mere tool to be used so his  
family might prosper.

He treats me well in his own way, but I was still unable to  
properly respond to his kindness.

One night, he calls me to his chambers. Still thinking him  
a kind man, I go to him willingly. As he greets me, I stare  
at the beautiful white katana he holds in his hand.

## KAINÉ'S SWORD

### *NIER REPLICANT VER.1.22...* WEAPON STORY

She fears.

She fears the pain. The suffering. The sadness of losing  
those she cherishes. However faint, that feeling alone  
remains with her.

She fights.

Her swordsmanship is so violent, it wards off sorrow  
itself. Nothing can stop her vengeful blade from its grim  
work, not even the fountains of blood that cloud her  
vision.

She dreams.

The darkness sings to her of solitude and despair, but she  
resists, time and again, never breaking.

She presses on.

Even if the future that awaits has no meaning, she  
presses on.

Because this is the world with ■■■





12  
REPORTSEMIL'S  
SHADE SURVEY

LOOK, NIER!



The exclusive reveal of the Shade reports Emil writes between battles!

All your Shade-related questions will be answered! Well, some of them. Maybe.

## ❖ GRIMOIRE RUBRUM

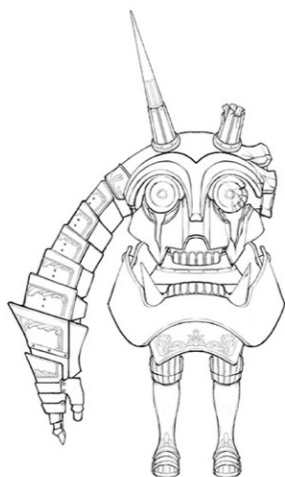
Oh, right! That book we fought! It was a nasty fellow who lived in the library of my manor. It cast spells and lunged at us and sent its pages flying all over the place. I was pretty scared, but I just used my petrification ability to hit it right back. Sadly, all that was written inside was the location where they sealed up my sister—nothing about curing my eyes. But wow, in those days, I never imagined I'd one day be going on adventures with Nier and the gang!

Also, is it just me, or did that book look a lot like Weiss? I mean, uh, never mind! I'm sure that's all in my head!



## ❖ GRETEL

This is the Shade that lived in the Lost Shrine, right? It seemed like Nier and Weiss had fought it before, but it was the first time for me. It sure has a giant head, huh?! Like, where even is the body? And with a head this big, how would you even know where the stomach is supposed to be? Or wait, maybe that giant thing is actually the torso and those glowing parts are, like, the nipples? But if that's true, what part is the head? Yep! Lots of mysteries with this one!



## ❖ JACK

One day, I heard a really low sound that turned out to be this giant Shade stomping around—but when I asked Nier and Kainé about it later, they said they hadn't heard a thing! Weird, huh?

Anyway, if you look carefully, you can tell this guy's made out of a bunch of Shades stuck together. Each of those little snake-y strands is a different Shade—heck, it's almost like they're noodles! Speaking of noodles, what kind of pasta do you all like? I'm fond of fettuccine with salmon and cream sauce, and also penne in arrabiata sauce. Sebastian makes the best pasta, so I hope you can come over and try it sometime!

## ❖ ROC

Oof, this wolf Shade was a real toughie! But we fought hard, because this is the jerk who killed poor Fyra. That said, it's incredible how many wolves he had following him. He may have been mean to us, but the wolves clearly thought he had a real charismatic personality. Er, but only a person can have a personality, right? So I guess this guy had a...wolfality?



## ❖ HOOK

I know who this is because Sebastian got a bunch of development materials for me, but I never fought this guy myself. All these pictures look super creepy and evil, though.



● Hook Final Version

## ❖ HALUA

The only reason I'm alive today is because of my sister. So no matter how painful the battle was, I knew giving up on her would only make her super sad. I hope you'll keep looking after me, Sis; my soul is right there with yours, and it will be forever!



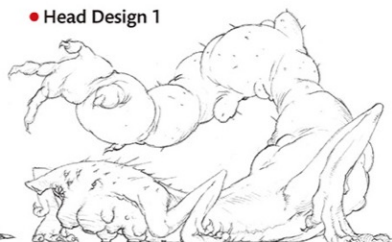
## ❖ P-33

This is the mechanical soldier we fought in the heart of the Junk Heap. It fired tons of bullets at us, and even gathered parts from nearby so it could fly around! Yeah, it was a real tough customer, but also kind of cute. You know, like a toy that a kid might want to play with!

...Huh? You're asking if I would play with it? That's so rude! I'm not a child anymore! I mean, I've been alive in this same body for over a thousand years, so I'm way more of an adult than any of you are. Heck, I go to the bathroom in the middle of the night all by myself and everything!



● Head Design 1



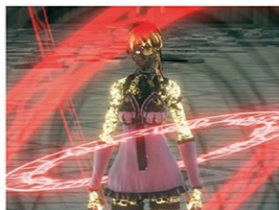
● Head Design 2



## ❖ KAINÉ

Oh yeah, this is from that time Kainé got corrupted by a Shade and went berserk. That was really scary. I mean, she's already pretty scary to begin with, but this was, like, three times scarier than that.

...Huh? N-no, Kainé! When I say you're already scary, I didn't mean it like that—I meant it in a good way! Now please put your swords away and stop kidding around! Okay, look, I just meant that your magic and stuff are so crazy strong that it's scary how tough you are, and that's totally a compliment if you—



## ❖ GOOSE

This is the Shade from that big room in the Shadowlord's Castle. I couldn't believe it when all those dancing ghosts combined into one big Shade! Kainé always said Shades get stronger when more of them combine, and boy howdy, this thing was TOUGH!

Say, I wonder if we'd be stronger if we combined together? Like, if Nier and I were to [DELETED]. Huh? Why did that part get cut out? My feelings have always been [DELETED] and of course I didn't just mean it in a physical [DELETED] it's just that [DELETED] hey, wait [DELETED] hold [DELETED]

## ❖ WENDY

All those poor people in The Aerie combined into this giant Shade. Even just seeing it makes my heart hurt. I mean, I was the one who lost control of my magic and destroyed the whole town, after all, so...

I'm sorry. I don't think I can talk about this one anymore. Sorry.

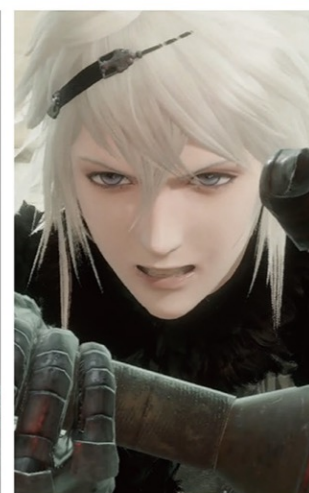


### BONUS ENTRY #1

## ❖ DEVOLA AND POPOLA

I never imagined we'd fight these two. I mean, they sang so beautifully and looked after me when I was hurt and everything! But I guess they had some other motive for doing that stuff, huh? I'm sure it was even harder for Nier, since he'd known them all his life...but I feel like it isn't really my place to talk about this.

Anyway, thanks to all the magic power that got released during our fight, I was sent flying super far away. Geez, I hope I can get back to Nier and the others again soon—and I'd really love to find the rest of my body, too...



### BONUS ENTRY #2

## ❖ NIER

Huh? You want to hear about Nier? Well, he's the best! With that silky silver hair and the way he's so much tougher than he looks—not to mention seeming super cool while actually being a totally nice guy. But the thing I like MOST about him is how nice he always smelled when he hugged me.

Gaaaah! I can't believe I just said that! Don't tell anyone, okay?!





# 83

ENTRIES & REPORTS

## DIARY ENTRIES & REPORTS

Here we reveal all of Yonah's diary entries and the loading-screen lab reports. Keep in mind that Yonah's diary entries aren't dated by year, so they aren't necessarily in chronological order.

### YONAH'S DIARY ENTRIES

**JANUARY 4**

I decided to go look for a flower on my own and it ended up causing trouble for Nier. I hope he doesn't hate me...

**JANUARY 21**

Nier seems kinda tired lately. I'd better make him something tasty to get him back on his feet!

**JANUARY 30**

Nier came back! He came back home to see me! Yaaay!

**JANUARY 30**

Nier left pretty quick. He said he just stopped by so he could see my face.

**FEBRUARY 3**

Devola told me that I won't grow if I keep being picky about what I eat—but I still think carrots are gross.

**FEBRUARY 4**

I'm gonna learn to make awesome food for Nier. I better start working on a new secret recipe.

**FEBRUARY 4**

Once I finish my secret dish, I'm gonna feed it to Nier! Then he'll see how helpful I can be!

**FEBRUARY 14**

I got a letter from Emil. He said Nier is super strong and really, REALLY cool! I hope I can see him kick butt someday...

**FEBRUARY 16**

I hope I can have a good talk with Nier tomorrow. I just want him to stay home with me more.

**MARCH 7**

I read a book about fish today, and it said there are fish who can swim through sand. I wonder if that makes their eyes hurt?

**MARCH 16**

The boy who's always running around outside gave me a super pretty flower today! I wonder if Popola knows what it's called?

**MARCH 16**

The flower wasn't in any of Devola's books, so she said I could name it whatever I want. Maybe I'll name it after Nier!

**MARCH 20**

I feel GREAT today! No cough, no fever—watch out, world, because Yonah's coming out to play!

**MARCH 29**

This is the first time in a while I've written in my diary. I was reading my older entries and just couldn't help myself!

**APRIL 4**

I heard there are boars outside the village that are really scary if you make them mad. Now I'm worried about Nier all over again!

**APRIL 5**

Got a letter from Nier today! He's in a far-away town where he can see the ocean. I hope I can see the ocean someday. I bet it's huge!

**APRIL 5**

Whenever I read a letter from Nier, I really feel like I need to see him again.

**APRIL 11**

Nier and Weissiey are always together. He says even though they argue a lot, they're actually good friends. I wish I could travel with Nier sometimes...

**APRIL 14**

Nier brought home a fish today. He said it was really tough to catch, and I believe him! It flopped around so much, it was kinda scary...

**APRIL 14**

I got a letter from Nier. He says there's a city where people talk with special words! How cool! I want to try talking to them!

**APRIL 20**

The mailbox was empty today. I hope I get a letter from Nier tomorrow.

**APRIL 22**

I saw Nier reading Mom's diary. I tried reading it once, too, but it was filled with all these hard words and I didn't get it at all.

**APRIL 22**

I had a dream where I was all grown up. I was running around happy and healthy and it was SO fun! I wish I didn't have to wake up.

**MAY 4**

I write Nier letters every single day. He always worries about me, but I feel fine.

**MAY 4**

I wish Nier would send letters every day like I do. But I know he's busy, so every other day is okay.

**MAY 12**

My cough just wouldn't quit today. I bet Nier would have rubbed my back if he was here...

**JUNE 6**

Today is Nier's birthday, but he's not here. So I just had a party by myself!

**JUNE 6**

Nier said he'd come home for my birthday, but I wanna celebrate his birthday once in a while!

**JUNE 10**

I had a really weird dream yesterday where me and Nier were holding hands and dancing around in circles together.

**JUNE 12**

There was a wedding in the village today. The bride wore a white dress that was really, really pretty.

**JULY 20**

Devola and Popola came to keep me company today. They even sang a song for me! It was really great! I need to practice so I can sing to Nier when he gets back.

**JULY 20**

Devola and Popola went back home. That made me lonely, so I ran around singing songs as loud as I could. But then that got kinda weird and scary, so I stopped.

**JULY 20**

Nier made a new friend, and guess what? He's a KING! I wish I had some friends...

**JULY 23**

I borrowed a book about the ocean from Popola. It says the water is salty and you can't drink it...but I bet you can drink a LITTLE and still be okay, right?

**JULY 23**

No letters today either. I wonder if Popola knows when more are going to get here? I'll have to ask her tomorrow!

**JULY 26**

A girl in the village came to talk to me. She was upset about how loud and annoying her dad is. I wonder if my dad was like that?

**AUGUST 1**

I got a letter from Nier. He said there's a village where all the houses are attached to cliffs! I'd love to see it, but I'm scared of heights.

**AUGUST 14**

Once I get better, I want to go swimming in the ocean. I'm sure Nier will say it's too dangerous, but I know I'd be great at it!

**AUGUST 31**

The village is buzzing with excitement and stuff today. I dunno what happened, but Devola told me not to worry. At first I thought it was a festival, but now I don't know.

**AUGUST 31**

I guess a Shade came near the village today. People kept coming up to me and saying, "Boy, we sure wish your brother was around!" And I said, "Me too! Nier could kick that Shade's butt!"

**SEPTEMBER 10**

Last night, Nier told me stories until I fell asleep. I don't remember anything he said, but boy, was I happy!

**SEPTEMBER 17**

I snuck some berries out of Nier's bag that were really sour! I'm gonna use them in my secret recipe, hee hee!

**SEPTEMBER 21**

I wish I could meet the Kainé lady Nier told me about. I bet she's really nice and always says nice things.

**SEPTEMBER 21**

Today Devola said that Kainé is "put together in all the right places." I dunno what all of that means, but I wanna be like that when I grow up!

**SEPTEMBER 29**

It was suuuper nice out today, so Nier and I did the laundry. Nothing feels better than getting everything nice and clean!



## LAB REPORTS

### OCTOBER 1

I asked Devola if hooch tastes good and she said it's the best thing in the world. She said we can have some together when I'm all grown up!

### OCTOBER 28

I was tired today, so I stayed home and hid in bed. I could still hear Devola singing from somewhere, though. Listening to her always makes me happy.

### OCTOBER 28

These black marks keep showing up on my body. Sometimes I wonder if I'm gonna turn into a goblin or something, but thinking about it makes my stomach hurt, so I try not to.

### OCTOBER 31

I made stew today. It was my first time, so I was pretty worried how it would taste, but Nier ate the whole thing!

### NOVEMBER 18

Today I cleaned the house all by myself. I'm getting good at doing chores! I hope that makes Nier happy...

### NOVEMBER 22

Nier told me a story before bedtime the other day about a husband and wife with matching red bags. He said they fight all the time, but also get along great?

### NOVEMBER 22

Devola came over to visit today, and drank a bunch of something she called "hooch." She loves it. It was cute when she started meowing like a cat!

### NOVEMBER 23

Nier always leaves for work really early in the morning. I want to see him off, so I'm gonna do my best to wake up early too!

### DECEMBER 1

Today, Popola sent me a new book about a great big tree. I really hope it has a happy ending. There's nothing worse than a sad tree.

### DECEMBER 1

In the book, the big tree kept on waiting and waiting. I have to wait a lot too. I wish I could do something.

### DECEMBER 6

Nier brought a chick home with him! It makes little chirps and follows me around and it's JUST THE CUTEST THING EVER!

### DECEMBER 12

I held hands with Nier when we walked home today. His hands are so much bigger than mine, and they're really warm!

### DECEMBER 20

Nier planted some seeds in our garden. I hope they were pumpkin seeds—I love pumpkins!

### DECEMBER 22

The snow won't stop falling, so Nier said he'd stay here with me until it stops. He'll probably leave again when it does, so I kinda hope it snows forever.

### DECEMBER 22

A merchant passed through the village today, and she just kept pulling the craziest stuff out of her big bag! She said her name was Accord.

### JANUARY 30

Kainé came to see me! She came all the way here just to see ME!

### JANUARY 30

Kainé stopped by, but then left right away. She said she just wanted to see my face.

### FEBRUARY 4

I've decided I want to get really good at cooking so I can make Kainé something that knocks her socks off. It'll be my super-secret signature dish!

### APRIL 5

I got a letter from Kainé! She said there's a town far, far away where you can see the ocean. I wish I could see it, too. I wonder how big it is?

### APRIL 5

I was reading a letter from Kainé and realized that I really miss her...

### MAY 4

I write letters every single day, but sometimes I wonder if Kainé will worry if I send too many. I'd better write her and say I'm doing great!

### MAY 4

I wish I could get a letter from Kainé every day. I wonder if it would bother her to know that?

### JUNE 6

I had tears in my eyes when I woke up this morning. I must have had a really sad dream. Maybe I'll talk to Kainé about it the next time I see her.

### JUNE 6

Kainé said she'd come visit for my birthday, but I wish we could celebrate HER birthday sometime. That'd be so fun!

### JULY 20

Devola and Popola came over to play with me. It was so much fun—they sang for me and everything! I'm gonna practice real hard and sing for Kainé!

### DECEMBER 22

It won't stop snowing. But that's okay, because Kainé will stay here with me until it does. I hope she doesn't leave when it stops...

### CASE REPORT 05/18/2004

- Mutations found in subcutaneous cell structure.
  - Rise in mental disorders believed to be caused by external factors.
  - Airborne transmission most likely mechanism.
- Research into effective treatments is underway.

### DAMAGE REPORT 02/06/2008

- Wall of Jericho collapsed.
  - 5,000 people believed dead.
  - Requests for reinforcements streaming in from multiple locations.
- We continue to monitor the situation.

### FOUNDER RESEARCH REPORT 06/06/2010

- Physical attacks useless.
  - Thermonuclear attacks useless.
  - Unknown particles have been detected.
- Dealing with the situation will require proving the multi-origin theory.

### NEW MEDICATION CYCLE 02/09/2016

- Observed to slow the progress of white chlorination.
- No unusual readings seen in subject.
- Send records directly to Cabinet Command Room.

### NATIONAL WEAPONS LABORATORY 07/24/2026

We have verified a level of compatibility between the donor bodies and the weapons brought in by the Accord Corporation. We will continue using them as subjects for research as we move forward with Project Number 6.

### DEATH CONFIRMATION 03/01/2030

- Body 99.999% likely that of a Red Eye.
- Death of Red Eye confirmed.
- 13th Expeditionary Force ordered home.
- Legion movements untraceable.

### NEW TECHNOLOGY REPORT 08/07/2032

Although the resultant white chlorination syndrome infection makes ours an imperfect solution, we have reason to expect some positive results. Testing will begin on the previously selected subjects; recordkeeping on the procedure's safety is top priority.

### WORLD PURIFICATION COMMISSION REPORT 09/30/2032

The first detachment is functioning properly. However, continued caution will be required well into the future. A discussion about dealing with relapse cases will be deferred to the next conference.

### ABNORMALITIES 06/23/2033

Several deleterious abnormalities have been found with a subject in the early stages of treatment, including a relapse state resulting in a total loss of self. We will investigate the cause of this error and submit a countermeasure plan immediately.

### TRANSITION INTO SLEEP MODE 12/28/2034

Transition into sleep mode is proceeding smoothly. All that remains is to pray for Project Gestalt's ultimate success. May God have mercy on us all.

### SUCCESSFUL TEST CASE 01/15/2039

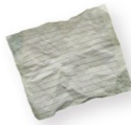
A successful test case has been discovered and detained. The specimen's cooperation has been requested according to the predetermined stipulations. Treatment of the specimen will continue on a classified basis until we determine why our results have such a wide range of variation.



12  
LETTERS

## LETTERS

Records of thoughts conceived and committed to paper.  
Sketches of lost moments conveyed through prose.



## [01] NieR's Letters to Yonah

Dear Yonah,

Have you been eating properly? Are you listening to Popola and doing what she tells you to? I sure hope so!

I've come to a town where I can see a huge ocean. One of your favorite picture books is about the ocean, right? Well, this one looks just like it does in your book!

Were you able to read everything I wrote here?

Thank you for always writing to me.

—NieR

Dear Yonah,

Are you taking your medicine the way I told you to? I can't wait to make you a nice, nutritious meal once I'm back!

If you have trouble reading anything I've written, we'll go through it together when I'm home. I'll be back before you know it.

I read your letters all the time, you know. Thanks for sending them!

—NieR

## [02] NieR's Letters to Kainé

Dear Kainé,

Yonah hasn't been able to stop coughing, so I'm going to stay with her for a little longer. Sorry about that.

You're always camping outside the village, but you really should just come stay at our house...

Anyway, since I can't leave Yonah right now, I asked Devola to bring this to you. Just know you're always welcome at our home!

—NieR

Dear Kainé,

Shades have apparently entered the village, so I can't leave right now. Do you mind waiting for me a little longer? I'll come find you as soon as things settle down here. Oh, and please pass the message on to Emil, if you would.

I promise I'll convince them to let the two of you into the village someday.

—NieR

## [03] Love Letters to Popola

My dearest Popola,

Though you may have forgotten the moment, I will always remember how kindly you smiled at me that day. It was more beautiful than any smile I've seen in my entire life—and in fact, it is the single most beautiful thing I have ever witnessed.

I have found my place in this world, and it is wherever I can be closest to you. I am deeply, madly in love with you, and I hope you can find some way to reciprocate these feelings.

Popola, my love,

I'm so sorry for sending a letter out of the blue like this, but I have loved you from the moment I first set eyes on you. At first, I was simply overcome by your outward beauty, but now? Now I am just as much in love with the kind-hearted woman inside—the woman who takes such great care of us villagers!

I may be small, and I know I don't have much money, but no man can rightly claim to love you more than I. Please be my one and only. I promise to treasure you always!

Popola,

I love you! I love you so, so, so, SOOOO much!

MARRY MEEEEEEE!

Thank you very much for your letter.

I am deeply flattered to learn of your feelings for me. However, at the moment, I am completely preoccupied with this village that I hold so dear. I hope you understand.

Regretfully,  
Popola

## [04] A Letter Thrown in the Trash

Dear NieR,

My cough just won't stop. What's going to happen to me? I'm really scared.

I don't care about the medicine. I just want you here with me.

—Yonah

## [05] Letters from the Old Lady of Seafront, Addressed to Her Husband

My Love,

When I heard you were wounded, I thought my heart might burst. How serious are your injuries? How long will they take to heal? Are you still able to eat properly?

How I wish I could rush to your side! But alas, the people in town won't hear of it. Each day I cannot be with you is a torment almost too painful to bear, and I pray daily that you will be able to return to me shortly.

PS: I remain in good health, as do the other residents.

My Love,

After so many years apart, I should have grown used to the distance—and yet, I still feel as though I am on constant pins and needles. Each morning when I wake, I tell myself today will be the day I receive a letter announcing your return. And each night before I fall asleep, I tell myself tomorrow will be the day I spy you pulling into port. Such is how I while away the long hours as I await your return.

Though I have now become a wrinkly old woman, my desire to see you remains unchanged. I confess a bit of worry as to what you might think to look upon me now, yet yearn deeply to see you again all the same. Perhaps you have also grown wrinkly and old—and if that is that case, know I will still love you just as much as always.

I continue to dream of your return.

PS: The town has changed a little in your absence, but everyone remains in good health.

## [06] A Report Sent from Devola to Popola

Popola,

The villagers' Gestalt acclimation is currently rising. We're seeing steady progress that remains within expectations.

You know, it's easy enough to inflame the fears of a village that lives with constant horror...but despite that fear, I hear them composing and singing new songs every day.

How do they do it? How do they make new music when you and I can only reintroduce the same tired old tunes over and over? What makes them so different from us?

—Devola

## DEVELOPER COMMENTARY

Here we have the opportunity to reveal several letters you were never able to read within the game itself.

[1] Letters from abroad, revealing glimpses of an older brother who never stops worrying about his sister.

[2] The first letter is from shortly after they meet; the innocent kindness is almost painful. The second is after the truth of their situation is revealed; the tone feels stronger and more determined.

[3] A small sample of the many love letters Popola receives from various men. She sends each of them that same reply.

[4] A letter that was thrown away, unsent.

[5] A letter sent long ago in response to bad news, and another one written years later.

[6] Though Devola and Popola possess old-world methods of communication, they sometimes make a point of imitating Replicant customs.



# INTERVIEW WITH THE CREATORS (ORIGINAL RELEASE)

## A TRIPARTITE PARTY

In which countless truths lost in the creation process are exposed for all to see!

Before reading this, you must:

- Understand this interview was conducted in 2010
- Have seen the D Ending of *Replicant/Gestalt*, or reviewed its contents in this book
- Have read all the short stories in this book (pages 247-296)
- Be capable of maintaining your composure no matter what you learn

Once you have fulfilled all four conditions, you may continue.



### DIRECTOR YOKO TARO

The director of the *NieR* games, and the original creator of *NieR*'s unique world. He dislikes interviews, photographs, praise, and high expectations.



### SCENARIO WRITER SAWAKO NATORI

Scenario writer for games such as *Drakengard* and *99 Tears*. Also writes novels. Wrote the Popola breakdown scene while pretending to be PreCures with her daughter.



### NOVELIST JUN EISHIMA

Writer of the *Drakengard* novelization. Writes novels such as *W: Two Summers* under the name Emi Nagashima. According to Yoko Taro, she is "obsessed with media for teenage boys."

It is one week after the game's release. At this point in time, shops throughout the country have sold out of *NieR Replicant* and a cult movement has quietly built up around the game. In an out-of-the-way nook in Shinjuku, a small banquet table has been prepared. How were *NieR*'s mysterious world and its gripping, heartrending, yet beautiful tales conceived? Tonight, with three of its key creators in the same room for the first time, the whole story will be told.

### *The Game and Soundtrack Have Been Wildly Popular: The Director's Butt Itches*

**So *NieR* made it out the door, and seems to have found quite a warm reception.**

YT (Yoko Taro): To be honest, we're completely shocked here on the development side, as we had not expected the game to be received this well.

**The game and soundtrack have both been widely praised, so much so that they've become quite hard to find.**

YT: Okay, let's not take it that far. I'm not used to being praised, so it makes me uncomfortable. It's going to make my butt get all itchy.

JE (Jun Eishima): Personally, I was certain Ending D would get a lot of controversy and Yoko-san would end up back in that locker.\* [laughs]

YT: Oh, I was fully prepared to get sent back into the locker. [laughs] I saw *NieR* as being so crammed full of different things that a lot of it would come off as unpolished. Even as its creators, we were aware of various rough spots during development. But we knew that if we stopped to fix them all, it would take so long that the game would never make it out. So there were a lot of parts where, with apologies to our audience, we just said, "Eh, this'll have to do."

**Even including the rough spots, most of the players seem happy with the total package.**

YT: You think so? To be honest, I don't have a lot of faith in that. I still think there's something fishy about this so-called positive reception.

JE: Why must you always use pessimism to protect yourself like that? [laughs]

SN (Sawako Natori): Our attitude had been "if we can just satisfy one person in ten..." but it looks like the ratio turned out a little better than that. [laughs] Or perhaps it's just that reading lots of manga to research conventional storytelling techniques paid off?

**As the publisher, how do you feel about its reception?**

USEMR (Unnamed Square Enix Marketing Rep): We didn't anticipate this level of excitement either. After all, Yoko-san's games tend to be fairly unconventional, and their target audience skews older. However, we saw a significant increase in visitors to the official website just before the game's release, and there was an increasing surge of inquiries about it as the release date approached. We increased our shipments with cries of delight, but it pains me deeply that we weren't able to fully meet the demand for the game. It really does.

YT: It was a completely new IP, after all. No one expecting much from it must have been the key to its success!

JE: That's one way to look at it. [laughs]

SN: That may have been a factor. [laughs]

**When we published articles about the game in *Dengeki PlayStation* and *Dengeki Games*, the weapon stories and short stories got a particularly strong reaction from our readers.**

YT: Well, Eishima-san really overdid it with those.

JE: What are you talking about?! It was your idea to have young Nier be engaged in prostitution. I wrote it a lot more mild than you suggested.

\* After the release of *Drakengard*, players posting on an anonymous internet message board had strong reactions about the bizarre final battle leading up to Ending E and the overly depressing content of the multiple bad endings. It culminated in a series of ASCII art posts depicting Yoko-san hiding in a locker as players barraged him with criticism. Comments like "I wonder if Yoko-san will be going back in his locker this time" have become something of a meme representing fans' love-hate reactions to his work.

### JUST CURIOUS

Q1: If Gestalts are physical representations of souls, why do Shades bleed?  
YT: Gestalts themselves have no bodies or cellular structure at all. But when they're hurt, it triggers a process where the damaged part momentarily becomes human again. That's why they can bleed and die as humans do.



## So originally it was...more explicit?

### *Nier's Secret Past: It Went Even Harder!*

JE: After getting the job of writing the short stories, I naturally played the game and talked extensively with Yoko-san about the lore and setting. Whenever I'd get an e-mail from him about it, I'd just sit there frozen in front of my computer and cry out, "WHAAAAAAT?!"

### **I heard that same cry coming from our editorial department.**

YT: Myself and the scenario writers—Kikuchi and Natori-san here—felt Nier would need to do that in order to earn enough money to survive. It seemed like a fairly natural part of the backstory. Right?

SN: Oh yes. Perfectly natural. *[smiles]*

JE: Uh, yeah. That sort of thing does happen...I suppose? But writing it into a game's backstory and then announcing it publicly in a mainstream video game magazine was way too much. The original summary I received from Yoko-san even said "Nier earned money by spending the night with people regardless of their gender."

### **That sounds so sad.**

JE: And the portrayal of it he sent me was just awful.

YT: What? It wasn't that bad! It was just like, he would be staring at the ceiling and doing everything he could to endure some miserable experience, and then the next day we would depict it hurting for him to sit down or something.

JE: I mean, as inexplicit as that is, it's still too explicit! *[laughs]* Although in the end, we somehow managed to get everyone on board by making it so after that night, he starts tying up his hair.

### **You could revisit the "explicit" part with this book if you wanted.**

JE: I don't think it would quite fit—in numerous senses of the word—so we'll pass. *[laughs]*

### *Kainé's Nature: Depicting Normal Human Behavior*

### **On the topic of the short stories, Natori-san's story about Kainé was rather shocking as well.**

SN: That was inspired in part by Eishima-san's story. If we're going to do that for Nier, then maybe there's something along those lines for Kainé too? *[laughs]* To her, what she's doing is normal. But there are some who are unable to perceive it that way, and I thought I'd write about her interaction with a person like that.

### **She's consistently depicted as female in the game, so there must have been a lot of people who were surprised to see this very male side to her.**

SN: The fact Kainé is intersex doesn't come up very much in the story, so I wanted to write more about it somewhere. The game really only touches on it in the context of her being bullied as a child.

### **Was it an intentional decision not to do more with Kainé being intersex in the game itself?**

YT: From our perspective, we didn't put too much importance on Kainé being intersex. After all, there are intersex people going about their lives in the real world, and we simply don't know about it. I was actually quite surprised how much attention that aspect got after the game was announced.

### JUST CURIOUS

Q2: Apparently it doesn't become fully dark at night. Why?

YT: In that era, the Earth's axis has become warped, and even at night the sun never fully sets. So night is like the midnight sun of northern regions.

### *Emil's Nature:*

### *What's "Normal" in a Yoko Taro Game?*

**Kainé may have been a focus before the game's release, but once it came out, Emil's feelings for Nier also got a lot of attention.**

YT: I thought I'd made it pretty obvious with things like Emil's thoughts on finding a bride, but apparently that didn't come across so clearly.

**Well, there was also a popular interpretation that fusing with Halua gave him feminine feelings, and that's why he was interested in Nier.**

YT: No, Emil is gay!

JE: I'm glad you answered that so definitely. I was wondering if it was just my own dirty mind that had made me perceive him that way. *[laughs]*

USEMR: I thought that maybe Emil fell in love with Kainé after all the camping they did together and he meant that he wanted to be her bride.

YT: Our intention was that Emil would see shades of Halua in Kainé and come to view her as more of a big sister he could always rely on.

**Characters with atypical sexual orientations appear so frequently that they're considered almost a staple of Yoko Taro games.**

SN: For our part, when we're creating a world or story, we're just trying to make it resemble reality.

YT: It's a question of what you perceive as being abnormal, right? If we were to look around us, homosexual people may be relatively few in number, but they are there. We're not trying to make a point that "You shouldn't discriminate!" or anything like that, we're just saying, "There are people like that here, too. That's the kind of world this is." People draw distinctions between what's "normal" and what's "abnormal," but whatever the group is, the only real question is one of quantity. Some are more common than others, but they're all here in the world with us. Our intention is not to depict them as being somehow special because of it.

### *Kainé's Love Scene:*

### *Why Endings C & D Feel So Strange*

**It was clear to me as I played the game that both Emil and Kainé were in love with Nier. However, the game never seems to make it clear who Nier is interested in.**





**YT:** We didn't want to muddle the main theme of the story. Fundamentally, it's a game about a brother striving to save his sister, and we wanted to ensure the drama inherent in that premise made the biggest impression on our audience. After that, if players are interested in details about the world and the quirks of the characters, we're happy to have them discover those things. But we made a decision not to include much about Nier and Kainé's relationship so as not to take the focus off the main theme.

#### But Kainé does love Nier, doesn't she?

**SN:** In the first half of the game, she was glad she'd found someone she could trust, and as his companion she felt feelings of friendship toward him. But when she woke up in the library, she realized her feelings were changing. We tried to make a lot of things really hit home in that scene.

#### And surely Nier became aware of that over the course of their journey?

**SN:** Nier's heart is completely preoccupied with Yonah, and filled with desire for revenge on the Shades. He's not paying any attention at all to these subtle feelings from Kainé and Emil. *[laughs]* And for her part, Kainé doesn't possess the skills to communicate her feelings, so she just wants to feel needed by him, even if it's only to help him get his revenge. That's why she says the "I'll become his sword one last time" line.

**YT:** Incidentally, Kainé only fully becomes aware she's in love with him during their love scene at the Shadowlord's Castle.

???

**YT:** That scene where she kicks him in the stomach.

**JE:** Their "love scene"? Are you sure that's how you want to describe it? *[laughs]*

**YT:** That's what it is! She kicks him in the stomach, and when she's about to punch him, she realizes "Oh, you know what? I love this man." And she pulls back in this very feminine way.

#### It's a great scene. You can really see Kainé's thought process clearly. *[laughs]*

**YT:** I think it's the sexiest scene in the game.

**SN:** When I was working on the game's story, I remember several times where I had Nier and Kainé on the verge of a romantic moment, and then being corrected by Yoko-san saying, "That's not what I want to show." He always wanted it to be focused on their relationship as friends and traveling companions. That's why it's limited to the subtle performance in that love scene.



#### Number 7 Figures

One of the writers of this book made these figures for fun while developing a magazine article. A very rare item given to only three people.

#### But the subtlety also made some players feel the events of Endings C and D came out of nowhere.

**YT:** The choice there isn't about Nier's relationship with Kainé so much as it is the player's relationship with Kainé. If after a couple of playthroughs you really like Kainé, you can sacrifice yourself to save her, and if you don't, you don't have to. We didn't want to shoehorn in a love story to make the player feel obligated to save her.

#### I see. But then Nier's "someone I love" line feels even more abrupt.

**YT:** Well, that was just for effect, you know, Nier saying something dramatic in the moment. *[laughs]* Regardless, I'd like people to view the choice in terms of "does the player love Kainé or not."

#### So don't think of Ending D as the "true ending" just because it comes last, but that whichever one you choose is your true ending.

**YT:** Yes, that's how I want people to see it.

**JE:** That said, for a gamer, it's game content—you have to get to Ending D, right? I mean, you can't just skip it! *[laughs]*

#### This conversation makes me realize how in my own head, I approached that choice from the perspective of "because this is a game..." Saying you're supposed to make that choice based on your true feelings for Kainé? In a way, I think that's a pretty high hurdle for the player.

#### Thoughts About Ending D: Jun Eishima and Sawako Natori's Opinions

**SN:** I think Ending D fits in quite well. Nier is someone who feels strongly for his friends. For example, I think he might have made the same choice if it had been about Emil. To him, only Yonah has a special place in his heart, and I think he values everyone else equally.

#### I guess I could see the perspective that he'd be happy so long as the people he cares about are able to live on, Yonah included.

**JE:** Ending C struck me as being the Father Nier choice, with Ending D being the Brother Nier choice.

#### Why do you say that?

**JE:** Well, a father has a responsibility to his daughter, so I don't think he can just erase himself from existence. He kills Kainé because he feels he has to be there to raise and protect his daughter. But as brother and sister they have more of a codependent relationship, so Nier might find it easier to erase himself and be freed from that.

**SN:** Interesting...



**Q3:** The Aerie being in lockdown was strange. What was going on there?  
**YT:** In that village, instead of waiting for the fusion of Grimoire Noir and Grimoire Weiss, many Gestalts had entered their Replicants of their own volition and were living in secret. Among them, many relapse cases became absorbed into Hook, or combined to form Wendy.



**JE:** Endings C and D are particularly open to interpretation from the player. That's why for me, I see *NieR* as a game that in that sense has wide appeal. People often say it's not a game for everyone, but it's not like it forces a certain answer on you.

**YT:** But make no mistake, this is a weird game.

*How a Weird Game Can Have Broad Appeal:  
A Focus on Stirring Emotions*

**Looking over the production materials in this book, there's a lot that wasn't revealed in the game itself.**

**YT:** You're right. Things like Project Gestalt barely got explained in the game at all.

**Was that an intentional choice?**

**YT:** We don't explain everything because that's how the real world is. We wanted to capture the same shaky sense of reality, so I didn't make an effort to include clear explanations for everything. Also, I wanted the core story to be as simple and easily understood as possible, so I tried to cut out all the information beyond what was necessary to get the player emotionally involved.

**There's something refreshing about that, but it also leaves players with a peculiar aftertaste.**

**YT:** Ultimately, I just want to create strange, peculiar games. Or maybe it's just that those are the only kind I'm capable of making.

*When Salt Snowed on Shinjuku:  
What Was Project Gestalt?*

**Would you mind if I asked some more specific questions about the game's lore—particularly to you, Yoko-san?**

**YT:** Sure, I'll answer what I can.

**Were Project Gestalt and the Replicant System ideas you came up with on your own?**

**YT:** I proposed the broad strokes, after which the details were filled in by the planners and programmers at Cavia, as well as Kikuchi-san and Natori-san, who each added their own ideas.

**The game beginning midway through the 21st century—with it snowing during summer in Shinjuku—was quite a surprise to me.**

**YT:** Oh, that wasn't snow. It was salt. Corpses throughout the world that had undergone white chlorination were breaking apart, and the salt is entering the atmosphere and falling back down.

**Because of white chlorination syndrome.**

**YT:** In the year 2003, Caim and Angelus come to this world, battle the Giant, and are shot down by self-defense forces, which releases Maso particles from their bodies. When humans come in contact with this Maso, they're entered into what's called a "pact" in the *Drakengard* series, but it's really more of a curse. The pact is with the Gods: You become their servant and work to destroy this world that defies their will—becoming part of the Gods' Legion. If you decline the pact, you turn to salt [chlorinate] and die.

**Either way, you can't live on as human. So to protect themselves, humanity came up with the idea of "going Gestalt" to avoid it?**

**YT:** Going Gestalt involves putting your soul into a "yorishiro"—a totem of sorts that was created from the body of the Dragon. *Drakengard*-style pacts involve an exchange of souls, but in this case your partner is the soulless "Dragon." As there's nothing to exchange, your soul is then safely transferred into the yorishiro.

**And this protects you from white chlorination syndrome?**

**YT:** Since your soul has been separated from your body, the pact/curse doesn't take effect even if you come into contact with Maso.

**And that soul can be reunited with its body later.**

**YT:** It's possible. But while the soul lives on without aging, it's a different story for the body. Hence the Replicant System, in which androids placed in contained regions oversee the creation of bodies devoid of consciousness and create them anew each time they die. Being immune to white chlorination syndrome, Replicant bodies would also be designed to destroy the Legion and unlock the mysteries of the syndrome. In the meantime, the Gestalts would stay asleep until everything was resolved and they could once again return to their bodies and resume their normal lives. They pinned all their hopes on Project Gestalt and the Replicant System, and that's how it was supposed to work.

**JE:** This part is so complicated that you'd never understand it without asking Yoko-san. When I was writing the short stories, I asked a lot of questions myself.

*A Surprise By-product of the Experiments:  
The Gestalt Nier*

**YT:** Having learned from the Dragon's remnants how to fuse science with magic, humanity successfully developed the Gestalt process—but it had some serious defects. For one, Gestalts were weak to sunlight. For another, after a certain amount of time, souls that had gone Gestalt would go crazy and attack other people, or even just die.



**JUST  
CURIOUS**

**Q4:** In Act II, why are there white flowers floating in the pond at Nier's house?

**YT:** Nier had been working hard to cultivate Lunar Tears to make hair ornaments in anticipation of Yonah and Kaine's return. Apparently he couldn't bring himself to dispose of his failures, because they're still floating in the pond.



### And those are the “relapse” cases—Shades that attack Replicants.

YT: Nier and Yonah were about to be part of a Gestalt-process experiment, but Nier grew suspicious and the siblings fled the facility. Nier must have realized how dangerous going Gestalt would be.

### After Nier is attacked by those relapse cases, he reluctantly forges a pact with Grimoire Noir and goes Gestalt, gaining magical powers in order to save Yonah.

YT: That's what's being portrayed at the start of the game. Yonah also touched Grimoire Noir, going Gestalt herself, but due to her sickly constitution, she begins to relapse immediately.

### And Nier doesn't relapse at all?

YT: Nier underwent the Gestalt process fully expecting to relapse. The reason he didn't is that he just happened to possess an inherent stability that wasn't vulnerable to degradation. The reason for it isn't clear, but he was the only subject of any experiment before or after that day not to relapse—and the World Purification Commission used him because of it. But since Yonah had relapsed and it was only a matter of time before she died, they convinced Nier that if he provided Maso to stabilize the other Gestalts, they would eventually find some way to save her.

### And he ended up doing that for over a thousand years?

YT: He did. That's how he came to be regarded as the “lord” of the Gestalts (the Shades); if it wasn't for Gestalt Nier, they all would have relapsed. However, the promised cure for Yonah didn't arrive, and Gestalt Nier eventually realized it never would. So he decided to return Yonah's Gestalt into her Replicant—and himself into his own Replicant—so they could live out the rest of their lives together.

### I understand Gestalt Nier's goals, but why were Devola and Popola supporting him?

YT: Having been programmed to serve humanity's interests and complete Project Gestalt, Devola and Popola intervene. Their goal is not to make the Shadowlord happy, but to complete the project. They know the Shadowlord taking matters into his own hands could lead to the failure of Project Gestalt, so in order to stop him, they hurriedly attempt to engineer the fusion of Grimoire Weiss and Grimoire Noir, which will immediately reunite all of the Gestalts (souls) with their Replicants (bodies).

*Grimoire Weiss and Grimoire Noir:  
A Program that Spells the Project's End*

### We learn in the short story “And Then There Were None” that Grimoires Weiss and Noir have Gestalts sealed within them, but what exactly are they?

YT: They're part of a program that utilizes magic. By activating Grimoire Noir, all the Gestalts can be returned to their Replicants, and this world of Replicants can become a world of humans. The keys needed to activate this system are Weiss and the “Sealed Verses.” The reason the Sealed Verses function as combat magic is because they were intended to be used for battling the Legion. You need Grimoire Weiss to activate Grimoire Noir, and you need the Sealed Verses to activate Grimoire Weiss. Effectively, it's a two-stage lock that's been designed to avoid premature activation so that the overseers can trigger it when the time comes.

### And when does the time come?

YT: When the Legion have been wiped away and white chlorination syndrome is no longer a concern. However, Gestalt Nier—the Shadowlord—becomes aware he's being deceived.

### Because Yonah's relapse shows no signs of recovering, and he's been doing nothing but providing Maso this whole time.

YT: He's frustrated that nothing ever changes, so he's resorting to extreme measures. He's trying to steal Yonah, his own Replicant, and Grimoire Weiss. This shakes the system to its core, so even though the time has not come, Devola and Popola—its overseers—try to restore all

the Replicants to their rightful owners before everything is completely ruined. However, Grimoire Weiss has lost his memory and has begun to see himself as a companion to Replicant Nier. Also, so much time had gone by that Replicants had started to develop sentience. The android twins are revising their plan to match the changing circumstances and have tried to manipulate the Shadowlord in a way that will salvage things, but Replicant Nier has his own agenda, so it doesn't work out. And that right there is the story of *NieR*.

### Hearing all this has made me pretty confused.

YT: I bet. To be honest, it feels confusing even to us, and we're the ones who thought all this up! *[laughs]* But I don't think knowing anything we just discussed is necessary to enjoy the game. It's all just irrelevant background lore.

### It doesn't actually have anything to do with the player's quest as Nier.

YT: There's all sorts of things going on in the world, but Nier was just fighting Shades to protect Yonah. One of the things I wanted to capture was how similar that is to the sorts of things that happen in our world. Like, people are born into countries that are at war for whatever reason, and they don't really understand what the long history was that led to the conflict. It's like that.

### So let's say Replicant Nier didn't kill the Shadowlord, allowed his body to be taken over, and Grimoire Weiss and Grimoire Noir fused. Would peaceful human society have returned?

YT: If the Legion were gone and the white chlorination syndrome was under control, then yes. But even if it did happen that way, it wouldn't do anything to cure Yonah's Black Scrawl. It wouldn't save her.

Huh.

YT: Yeah. No matter what they do, no path remains that could lead to Yonah and Nier living together for long.

*A Continuing Tradition:  
Is Every Ending the Bad Ending?!*

### And that's true even though Replicant Nier rescues Replicant Yonah in Endings A, B, and C?

YT: Replicant Yonah and Nier may survive, but because Replicant Nier killed Gestalt Nier, there are no more stabilizing Maso particles, meaning the Gestalts will all ultimately relapse. That will make it impossible for their corresponding Replicants to be reborn. Not to mention, Devola and Popola have also been killed, and without them managing the system of death and birth, all the Replicants in their region will die out within the current generation.

### So ultimately Yonah can't be saved?

YT: Yonah's Black Scrawl hasn't been cured, so it will continue to progress until she dies.

*[everyone falls momentarily silent]*

### Well, then... In Ending D, what happens after Nier's existence is erased?

YT: Well, first of all, the Black Scrawl hasn't been cured, so of course Yonah will die.

### And what about Kainé? She survives?

YT: She doesn't die right then and there. But without the Replicant System functioning, she'll die eventually.

### When you put it like that, it's like nothing Replicant Nier did accomplished anything at all.

YT: Correct. *[laughs]*

JE: I guess it's true that whichever ending you get, it's always the same progression. First Yonah dies, then everyone dies. *[laughs]*

SN: Yep. Welcome to Yoko Taro's World. *[laughs]*

JE: As you can see, we've brought back the Multiple Bad Ending System once again. ♪

USEMR: You all seem so happy about that.



**JE:** Well, you wouldn't expect a story from Yoko-san's team to end cleanly and neatly. If anything, I only felt things were wrapped up neatly when I first heard the full explanation you just did.

**SN:** No matter how heroic a story's protagonist is, you only ever get happy endings because the story cuts off when it does. Everyone dies in the end, and that includes all of us sitting around this table. There's nothing unusual about it.

**This took a pretty heavy turn.**

*An Exclusive Ending E in This Book?  
Mystery, Hope, and Despair*

**Even among all the short stories collected in this book, I think the most shocking one is "The Lost World," which chronicles what happens after Ending D. I'd like to consider that Ending E.**

**JE:** I imagine people who were left feeling brokenhearted after Ending D will enjoy it.

**So what's going on in this Ending E?**

**YT:** In the story, after the Shadowlord is slain, a program that reboots the Replicant System is activated in the Forest of Myth, and Kainé destroys it.

**Why does NieR return in his younger form?**

**YT:** Because he was remade based on the "memory" of the first time he visited the Forest of Myth. Also, as the writer, I wanted to insert the element of "let's start over from that time when we were all having fun adventuring together." That was another part of it.

**It made me wonder what would happen if he came back in his older form and things went well with Kainé.**

**YT:** If it was Gestalt, he'd get to come back before he got the eye patch! Then things might go well for him!

**JE:** Hmm, an age-gap couple is fine, too, but that's an interesting idea...

**Kainé could have Emil turn her to stone for another five years.**

**SN:** Emil has four arms now. I'm sure he could do that in his sleep! *[laughs]*

**JE:** But after five years, the Replicants that have Gestalts would probably be dying one after another from the Black Scrawl... *[faraway look]*

**YT:** Even without the destruction system, sooner or later they're all gonna die... *[faraway look]*

**SN:** They are. *[smiles]*

**How cruel.**

*Is Sawako Natori's Writing  
a Little Too Scarily Real?!*

**YT:** You may say I'm cruel, but I actually cut several scenes from the game because I found them to be too cruel or emotionally intense. There were a lot of scenes I cut from the parts Natori-san was in charge of writing, too.

**Can you give me an example?**

**YT:** Personally, I can't handle scenes like the one Natori-san wrote in "The Narrow Gate," with Emil and Kainé outside the town. They're so painful to see.

**Emil's easy smile in those situations somehow makes it even more sad.**

**YT:** Exactly. And that is such a quintessential Natori scene. There were some scenes she wrote between NieR and Yonah that were so true to life that it was just too realistic, and I couldn't stand to read them. It made my heart hurt.

**What sort of scenes?**

**SN:** I remember writing one scene where, early in the game, NieR is feeling especially burdened by Yonah and just kind of snaps and

says something with a nuance of "if only you weren't here" that really hurts her. I felt that especially at his age, his emotions would get the better of him sometimes and he'd lash out at those closest to him.

**YT:** And to me, that was just too true to life, too painful. So I didn't approve it.

**JE:** I wonder if scenes like that had been in there, it might actually have made NieR seem a little less pitiable? When I was playing it I felt irritation and even anger at Yonah for being so beloved by everyone and never scolded for anything. *[laughs]*

*How NieR Differs from Popular Manga:  
A Lack of Pronounced Realism*

**Eishima-san, I wonder what your impression was of the game's story when you first read it.**

**JE:** To be honest, at first I was surprised at how conventional it was for a Yoko Taro project. I'd heard he was aiming for something more like a conventional boys' manga, so I thought, "Ah, I guess that's what this is." But the more I read it, the more strange and uncomfortable I started to feel. That's why I really agree with what Natori-san was saying about the lack of realistic scenes. None of the characters ever do what you would expect a normal person to do in their situation. Everyone just accepts what's happening. So when you look at the story as a whole, you may feel that something is off.

**YT:** Isn't that typical of manga targeted at teenage boys, though? Full of just the "good parts" and all sorts of things feel off.

**JE:** No, I'd say that boys' manga tends to proceed along a much more predictable structure. In a sense, NieR feels odd because it neglects those structures. There's something strange about that.

**SN:** Looking back at it now, I think Yoko-san was correct not to approve those scenes. If you want to make a game that feels strange, you can't include situations that are so true to life.

**YT:** No, I'm telling you, it was just because I couldn't handle reading scenes like that. It has nothing at all to do with wanting to make strange games!

**It's been speculated that since Replicants aren't real people, the way they express emotion might not be entirely human.**

**JE:** That could be one way to frame it. I think the character who comes off as being the most human is probably Popola, who's supposed to be an android.

**So to summarize the conversation, NieR's world ultimately lacks the reality of the normal human world. Without that, it's left with a strange, dreamlike sense of reality. And that might be what delivers the sort of story that role-playing game fans like.**

*What Saves Kainé in Ending D?  
The Player's...Love?!*

**An intersex heroine is something you don't see every day. Is it safe to assume Kainé was intersex in her original human form?**

**YT:** No, in our lore she was born intersex due to an error that occurred in the Replicant System after it was running for many long years. As a human, she was a woman with a partner she was supposed to marry.

**Is the Shade Tyrann not her original Gestalt?**

**YT:** No, Kainé has a proper Gestalt elsewhere. Tyrann is a normal, non-relapsed Gestalt who's always loved killing and is trying to take over Kainé's body. He enjoys the agony he's causing her.

**When Kainé goes berserk in Endings C and D, Tyrann and NieR work together to save her, but by what mechanism is Kainé saved at the end of Ending D?**

**YT:** ...The player's love and passion!



*From Inhuman to Intersex:  
Is NieR a "Harem Game"?!?*

### Would you all share your favorite characters with me?

YT: I think mine would be Number 7. I loved him from the moment I saw D.K.'s character design, and used it with almost no changes.

SN: Kainé is my favorite character. If I was in school with the cast of *NieR* and I saw Kainé standing there all alone, I'd want to go over and talk to her.

JE: Without a doubt, young Nier.

YT: Eishima-san is obsessed with young Nier's *zettai ryouiki* [exposed thighs].

JE: I wish I could have played as young Nier forever. But really, I think of every other character besides Nier as a heroine. Even Weiss ultimately confesses his love to him.

YT: What?! When?!

JE: When they part ways and he says he's grown to like the name "Weiss."

YT: Only in your brain could that be interpreted as a confession of love. That's incredible. And terrifying. [laughs]

JE: Come on!

### Weiss and Number 7 seem to have become popular among women as "mascot" characters.

YT: Emil is naive from having been sealed up in the mansion for so long, and he stopped growing when he became a weapon, so he's perpetually young. How can you not love a dumb guy?

JE: I laughed so hard at that last scene in Ending B. I really had a lot of fun writing the short story about Number 7's solo adventures. [laughs] I think that's why I can't beat the DLC. I just can't bring myself to cut those Emil bullets!

YT: Those were pretty easy to make and turned out to be quite amusing, so I liked them a lot. They're really creepy, yet every woman on the team thought it was so cute. That Emil guy's really paying dividends.

### Looking at it in a certain way, you could say NieR's a pretty popular guy who's surrounded by charming characters.

YT: It's a harem all right.

JE: Except there isn't even a single nice, normal girl.

YT: But he sure is popular with non-humans. And yet despite all his options, Nier's just obsessed with his selfish little sister. What a jerk! [laughs]

*The Scene Sawako Natori Wrote  
Wherein Yonah Gets "Savage"*

YT: I really like all the scenes that Yonah is in, but I especially like the scene where Kainé leaves in Ending A. When I asked Natori-san to write that scene, I think all I wrote in the request was "a final scene that ends beautifully with them looking up at the sky." And then she comes back with Yonah yelling "Hey, look!" at the worst possible time. I was like, "Oh, wow. This scene is just savage!" [laughs]

SN: And it was totally intentional on her part. They're brother and sister, but she's just a little girl and he's her protector, so I totally believe that Yonah would be willing to stoop to that.

JE: That scene really surprised me. The way she timed that, I could totally see that in a father-daughter situation; that's the prerogative of a girl who has a monopoly on her father's heart. But for a sister to do that to her brother... That's just heartless!

YT: You have to remember that she's still mentally five years old. Not that that makes it okay. [laughs] Somebody chide her already!

*The Love Between Kainé and Emil:  
"I'm Glad You Were My Friend"*

### Do you have any favorite scenes that you could share with us, Natori-san?

SN: I like the scene where Kainé falls asleep at Emil's mansion and she and Weiss argue a little. When I get to write scenes like that, where the companions behave more like a family, I always think, "I'm so happy for you, Kainé." Also, at the risk of patting myself on the back, I really like the line where Kainé says to Emil, "Your eyes are not a sin." I thought Emil really needed someone who thought like that at his side, so I channeled my love for him and that line popped right out.

### She really comes off as sisterly there.

SN: I guess I really do have a strong attachment to Kainé and Emil. They've just been alone for so long and are enduring so much on a physical level—even more than Nier and Weiss—that I wanted to make up for that by giving them a lot of moments where they can appreciate that they have friends now.

### Eishima-san, what's your favorite scene?

YT: Eishima has always seemed to be satisfied just to watch young Nier running through the field from behind. All because of those rippling *zettai ryouiki*.

JE: Oh, I certainly have enjoyed watching that over and over and over again. [laughs] It's just that whenever I'm watching it and enjoying myself, my high school-age son will walk up behind me and mutter something like "So that kid's taken it up the butt, huh?"

SN & YT: [explosive laughter]

### Well, that's your own fault, isn't it?

JE: It is not! Yoko-san is the one who made young Nier do those things! I just included it in the story!

YT: Oh no, Eishima-san is in this deep. She just had to go and stir up all our fans nationwide.

JE: I tell you, so much controversy around this project for things that aren't even in the game! [laughs]

*Was the "Replicant" Version  
Really Almost Canned?!*

YT: Somehow we managed to release both *Replicant* and *Gestalt* versions of the game, but in fact, there was a time when it looked like *Replicant* would be canned.

USEMR: That did almost happen.

YT: We were in development for around three years, and at some point we were called to a meeting at Square Enix's American branch to give an overview of the project and report our progress. At the time, we'd planned to release the two titles simultaneously and at an earlier date, so we were on quite a tight schedule. And just as I finished explaining that at the meeting, one of the branch executives said something like "Then why not just release *Gestalt*? Do you really have to make a different version just for Japan?" But, you know, in proper English. They had a point. [laughs]

### And then what happened?

YT: Our producer, who was sitting next to us, gave me a look like "what should we do?" and I grumbled, "No way!" [laughs] If we didn't make *Replicant*, it would tank the team's motivation and, as a result, even just *Gestalt* would be late! Is that really what you want?! I just threatened them with that and left.

USEMR: How extremely unprofessional.

YT: From the start, this was a game about two siblings. Incidentally, at first even *Replicant* was going to be voiced entirely in English. We were told they couldn't make the timing work for voice recording on the Japanese side.

JE: I didn't know that! Wow, if *Replicant* had been in English with Japanese subtitles, it might not have blown up the way it did.

YT: Our producer, Saito-san—maybe he was being fickle, or maybe he just put his foot down, but at the last minute he said, "Let's include the Japanese voices," and managed to get the cast arranged for us.

### I heard the one casting decision Yoko-san wouldn't budge on was Kainé.



YT: Originally, due to her rather feminine character design, the plan had been to go with a cute and pretty direction for her voice. But I wanted her rough image to be reflected in her voice as well, so I pushed hard for it to be Atsuko Tanaka.

SN: I think the most fun I had on this project was when I was writing Kainé's more abusive lines. After I'd write the wingdings we used for censorship [Kainé's cursing is censored in Japanese], I'd write in brackets "she's actually saying something like this" and then list all the crudest, filthiest, most lowbrow words I could think of. I really enjoyed writing those lines, so I'm glad they got recorded in Japanese, even if they were mostly replaced with beeps.

YT: Having Tanaka-san record every one of those lines, and getting to hear every one of those lines at the studio is a memory I treasure.

**Tanaka-san's many fans are going to be in agony when they learn you said that.**

*Save Data as the Ultimate Reward:  
If Ending D Hadn't Existed...*

**After talking with you all today, I really feel it took a strenuous effort from many different people to get NieR released in the manner it was.**

YT: That's true. I guess I consider it a fortunate title in a lot of ways. Originally there wasn't a plan for a limited-edition version either, but our marketing rep over there pushed hard and made it happen for us.

USEMR: We had to do one after how good the music turned out. I insisted that it would be worth it, and was able to get it done.

**I was surprised the soundtrack came out before the game itself.**

YT: I made all sorts of selfish requests to Keiichi Okabe from MONACA, and to Emi Evans, and in the end they produced a soundtrack that was even better than I imagined it could be. I can't thank them enough for that. It makes me so happy to see it be so well received, and I'm really grateful for that.

**As a player, I think what surprised me most was Ending D. It must not have been easy to get approval for the mechanic used in that.**

YT: I told our producer Saito-san that I really wanted that, and he worked hard on my behalf. Originally we made it so that you wouldn't even be able to back up your save data.

JE: If you'd won that battle, I think you really would have ended up back in that locker. [laughs]

YT: Yeah, it was no surprise that I lost that one. [laughs] We let players make backups, and added in lots of confirmation prompts after the choice to delete your saved data, and fortunately we somehow managed to get it approved.

**If you hadn't been allowed to do it, did you have an alternate method in mind?**

YT: Basically, the plan was that after playing through it all once, it wouldn't let you use the name you used the first time through. After seeing Endings A, B, and C once more with your second name, you would be able to play through the short story, "The Lost World." After that, if you entered the name you used on your first playthrough, you would be able to get your protagonist back.

JE: Ooh, I'd have liked to have played that.

SN: But I feel like that's just the sort of sadistic design that would get that locker door of yours open. [laughs]

**Was there some special meaning behind not letting players reuse the same name?**

YT: With having you play through the game seven times, the idea was that the way we weren't letting you use your past name, even though it clearly had existed, would emphasize that the player had managed to remember who they had been. Even now you can't use the same name after Ending D, which is a remnant of that just-in-case seven-replay system.

*About the Respectful Homages  
to All Sorts of Other Games*

**Speaking of revisiting things, people have noticed allusions to various other famous games, beyond just Ending D.**

YT: We incorporated a few similar elements of certain mainstream hits. I did choose them carefully, out of fear of being yelled at if I did it too often...

JE: Some of them aren't exactly subtle. Sometimes I wondered "Is this really okay?!"

**When I carved the meat off the sheep, I found myself looking around for somewhere to cook it.**

JE: I did too! [laughs]

YT: You don't want to take that sort of thing too far. [The unnamed Square Enix marketing rep] is glaring now.

USEMR: I've heard you went a lot farther in the early stages of development. Like, that when you went to the manor door, the screen cut to the door and it made a loud creaking noise. [laughs]

All: Now that's going too far!

YT: Yeah, even I thought that.

*The Next Game? A NieR Series?  
Thoughts About the Future*

**Now that NieR has drawn a lot of attention worldwide, has it affected your plans for the future, Yoko-san?**

YT: We only just finished NieR, so I haven't thought about the future at all. Myself (and the company Cavia) are merely developers, so our job is to get publishers to approve a project, provide us with a budget, and then develop games in accordance with those plans. And I hope I'll have another opportunity to do so.

**Any thoughts about a NieR sequel?**

YT: At this stage, no. What really interests me right now is expanding NieR's lore by linking it to other mediums, like this book. That allows me to express things in text that we couldn't fully include in the game itself. I'm always looking for ways to bring better content to our fans within the constraints of time and budget limitations.

**Eishima-san and Natori-san, are there still stories that you would like to tell if you're able to find an avenue to do so?**

JE: I struggled with the limited word counts of the short stories, so I'd love to be able to go all-out and write something longer. The lore of NieR is deep, so I'd love to ask Yoko-san about other aspects of it and really delve into some different topics.

SN: I'd like to write the story of the wolf pack leader and the "grandfather" one day. Honestly, I love all the game's characters, so I'd be delighted to keep working with them in various forms for years to come.

**Do you have any final messages for the readers of this book, Yoko-san?**

YT: I cannot express how happy your warm reception of NieR has made me. I hope that next time I can once again serve up the feeling of grabbing a bite of food that you didn't expect much from and finding it to be unexpectedly tasty.

JUST  
CURIOUS

Q5: You enter the Shadowlord's Castle through the altar at the Lost Shrine, but from the roof of the Shrine you can't see the castle.

YT: The inner part of the altar at the shrine's top floor is an elevator that leads deep underground. It leads to a tunnel from which you can reach the Shadowlord's Castle. The castle and the shrine are on opposite sides of the same mountain.

## ARTICLES OF BEAUTY



**DLC Costume Designs**  
New DLC costumes with a dramatically different Asian flair. Some of these designs ended up being cut.



**Number 7 T-Shirt Designs**  
The staff at Cavia designed these just for fun. The staff of this book desperately want them to be made.



**Shelved Cover Art of the Previous Edition of This Book**  
Female staff thought it would be embarrassing to buy the book in stores if the cover was too sexy, so this art was axed.



# INTERVIEW WITH THE CREATORS (VER.1.22...)

## A ROUNDTABLE PARTY

Eleven years later, *NieR Replicant* has been upgraded to ver.1.22... To commemorate the occasion, tonight we're holding the first new *Replicant* party in over a decade.

(Recorded May 2021)

Before reading this, you must:

- Have seen Ending E and reviewed its contents in this book
- Have read all the short stories in this book (pages 247–296)
- Have read the entire previous interview (pages 227–235)
- Be capable of maintaining your composure no matter what you learn

Once you've fulfilled all four conditions, you may continue.



PRODUCER

**YOSUKE SAITO**

Executive officer and board member of Square Enix, and producer of the *NieR* series. His friends call him Yosupi.



CREATIVE DIRECTOR

**YOKO TARO**

The creative director of ver.1.22..., involved in all aspects of the game's development. In the last eleven years, he's switched from using kanji to kana characters to write his name.



DIRECTOR

**SAKI ITO**

An energetic young developer from Toylogic. He is the director of ver.1.22...



COMPOSER

**KEIICHI OKABE**

CEO of MONACA and the composer of the series's music. Lovingly referred to by staff and fans as "The World's Okabe."

*Eleven Years Later, on April 22,  
Another Replicant Entered the World*

**Ver.1.22... was released on April 22, 2021, eleven years after the release of the PS3 and Xbox 360 versions. How are you all feeling about it now? Let's start with Okabe-san.**

**KO (Keiichi Okabe):** First of all, I'm grateful that it made it out and relieved to see it enjoyed by so many players. I'd expected it to be released on the game's tenth anniversary, so I was a little surprised to see it come out after eleven years instead. I assume that was a result of everything Yoko-san must have insisted on. [laughs]

**I imagine that outside of creating the music with your staff at MONACA, you didn't have much involvement with aspects like game mechanics?**

**KO:** That's correct. So the first time I played the game was after its release, and I was startled at how smoothly it played. I expected that the fans would be very satisfied with it. As a fan myself, I was certainly happy with it.

**Incidentally, did you manage to play all the way to the newly added Ending E?**

**KO:** I'm ashamed to admit it, but not yet! I'm going to need a little more time to get there. [laughs]

**YS (Yosuke Saito):** You can always just play the early parts and then watch a Let's Play or something.

**Certainly, the advent of online playthroughs marks a major change from eleven years ago. But as a producer, should you really advocate such things?** [laughs]

**YS:** That's just the era we live in.

**So how do you feel about the game's release? Like Okabe-san was saying about the anniversary of the game, I assume the April 22 release date was intended as a nod to the launch of the PS3 and Xbox 360 versions?**

**YS:** There were various complications that led to that. I had originally hoped to have ver.1.22... out at some point during the original's ten-year anniversary.

**KO:** That would have been perfect, right?

**YS:** But that proved to be too tight of a timeframe. So we figured if we released it on 4/22, like the PS3 and Xbox 360 versions, fans might forgive the delay. So that became our new target.

**Well, fans certainly appreciated having the release to look forward to during the game's ten-year anniversary. In hindsight, I think it worked out having them sharing a birthday.**

**YS:** Indeed. But there was a time when we worried we wouldn't even be able to hit that date.

**YT (Yoko Taro):** [laughs]

**I sense a deeper meaning in that laugh of yours, Yoko-san. Did you and Ito-san have certain expectations that you were adamant the development team meet?**

**YS:** Hmm, yes, I think that's right. It's all Yoko-san's and Ito-san's fault. [laughs]

**SI (Saki Ito):** I am so terribly sorry for the delay.

**YS:** Oh, but in the end, I think it was for the best. Releasing the enhanced version on the original game's release date worked out fine. Honestly, I'm mostly just happy that we made it out in time for that.

**YT:** He's happy that we made it out in time, even though we didn't. [laughs]

**YS:** We aimed for the ten-year anniversary and were late. What could be more typical of *NieR* than that? [laughs] I feel like the sentiment "well, it's *NieR*, so it's fine" has become something of a magic phrase over the last decade. Like, it's a free pass for whatever.

**KO:** It certainly is! [laughs]

**What do you think about that, Yoko-san? In terms of things like the release schedule.**

**YT:** I don't really worry about things like release dates. "Hmm, I bet this'll be a problem for Square Enix if it runs late, oh well" is about all the thought I gave it.

**YS:** Yes! Of course it's a problem!

**YT:** The way I feel about it is... All right. I think Okabe-san is with me on this, that what's so appealing about the project wasn't just getting to make lots of new music, or write lots of new dialogue,



but the idea of getting to ship the game one more time. But once we really got into it, there were all sorts of things that gave us trouble. Just a lot of unexpected issues.

**I would love to hear about some of the developmental difficulties. But first, I'd like to hear Ito-san's thoughts.**

SI: To be honest, I'm just so glad I got to be involved with this project. Eleven years ago, I got to enjoy the game from the perspective of a player, so I was delighted to get the chance to help develop an improved version of it. And the experience has certainly helped me grow as a developer, so I'm doubly grateful for it.

**So you played this game as a civilian when it came out eleven years ago?**

SI: I did. As a fan, it's so exciting to see this new ver.1.22... release bringing together fans of the series from the *Replicant* days and fans who were exposed to it through *NieR:Automata* or *NieR Re[in]carnation*, and see them all really enjoying it. I'm on the social networks almost every day, collecting feedback from fans and watching streamers play it.

**It's wonderful to see a developer plunging into the world of the fandom and enjoy himself like that.**

### *"Versioning-Up" the Game and What That Really Means*

**If you'll forgive my asking a more business-focused question, may I ask if the primary goal for ver.1.22... was to be something special for fans of the original, or more of an entry point to *Replicant* for those exposed to the series through *Automata* or *Re[in]carnation*?**

YS: I'd have to say the primary factor was that the PS3 and Xbox 360 versions have become rather inaccessible. We've been fortunate to have had a steady level of interest in a remake or remaster of the title, but after *Automata*'s release those requests hit a fever pitch, so we simply wanted to respond to that demand.

**I see. So it was about catering to your fans.**

YS: Well, obviously, with *Automata* having sold 5.5 million copies worldwide (as of 5/21), we figured if we released a new version of *Replicant*, it'd probably sell.

Everyone: [explosive laughter]

**It's been a few weeks since the game's release. How do you perceive the response?**

YS: It's already made quite a mark for itself in the category of remade and remastered titles. And I expect we can count on further growth for the title as well. In truth, *NieR* titles, *Automata* included, have a tendency towards slow and sustained sales. And fortunately, with the franchise now having the *Re[in]carnation* live title in service, I think we have a good opportunity to convey its lore through things like events and live streams, and further expand the title's reach. It's something we'd like to carefully cultivate.

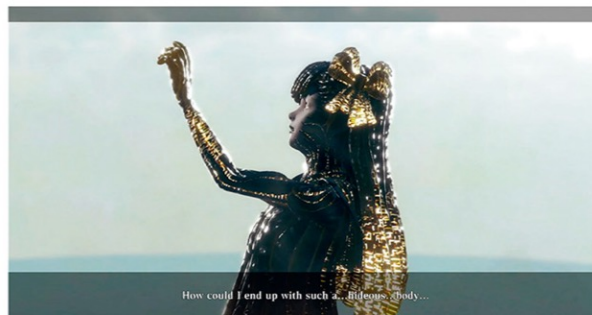
**So what were the priorities behind releasing ver.1.22... as a "version-up" instead of a simple remaster?**

YS: I think that's a question for Yoko-san. I believe he was the one who coined that phrase.

YT: That's right, our initial plan was for a basic remaster. But as we proceeded with development and the game was getting better and better, I started to think, "This doesn't feel like it's just a remaster anymore." That said, it didn't have the level of change you'd expect from a remake, either. So I started referring to it as a "version-up."

YS: Despite what Yoko-san says, if I had to order the options by degree of change, I'd say it goes remaster, remake, then version-up, with version-up reflecting the most significant changes.

**Personally, I think version-up suits it well. It retains the feel of the original *Replicant*, while adjusting the gameplay to better match the expectations of players who've played through *Automata*.**



SI: That was our goal when developing the title, so it means a lot to me to hear you say that. As a version-up, we didn't want to lose any of the feel and mood of the original title. As the game is eleven years old, I suspect its fans remember aspects of it as being better than they actually were, so we felt a need to raise the quality level to match their expectations. We also hoped the new version could serve as an entry point to *Replicant* for players who started with *Automata*, so we wanted it to feel more like the *NieR* they'd become accustomed to.

**I guess you couldn't just ignore the existence of *Automata* as you went about remaking *Replicant*, huh?**

SI: No, of course not. And it's not like we wanted to ignore it, when there were so many aspects of it we could learn from.

**I was really impressed with how it captured the feel of *Automata*. I played *Replicant* eleven years ago, moved on to *Automata*, and then returned to *Replicant* with this ver.1.22..., and the gameplay still felt very natural to me on a visceral level. It was like it had rewritten my brain to think, "I guess the PS3 version had been like this all along?" [laughs]**

KO: I think I understand what you mean. I felt the same thing. With *Automata* in the middle like that, it gives the impression the original game must also have felt like ver.1.22... did. Even though I know it didn't. [laughs]

**When I tried to replay the original version again, I was stunned to realize I couldn't use my weapon and Grimoire Weiss attacks at the same time. After *Automata* had gotten me used to fighting with swords while I blasted distant foes with my Pod, it didn't strike me as strange at all that ver.1.22... allowed simultaneous sword and magic attacks. It was as if players' expectations had versioned up too, and the game was right there with them.**

SI: Even on the development team, there were people who would say things like "Wait, it wasn't like this all along?" [laughs] We put a lot of energy into making it feel like players would expect it to feel, so I'm glad we succeeded at that.

### *Which Version Do You Prefer? The Beautifully Reborn Graphics*

**I could tell that the visuals have been given the same version-up treatment. Can you tell us more about that? Did a lot of the 3D modeling need to be redone?**

SI: In terms of character modeling, there are some NPCs that were reused, but the protagonists have all been remodeled from scratch. Since that affected the proportions of the characters, a lot of the animation needed to be revised to compensate. Of course, some of it remains the same, but there were a lot of places where it just looked off. Fixing it turned out to be a lot more work than we'd anticipated, and is one of the reasons we needed more development time. [pained laugh]

YS: But it really paid off, and the new graphics turned out wonderfully. Kainé's a real beauty now, for example.

**I know there are people out there who say they prefer the original models. That really made me realize what a challenge it must have been.**



SI: That's true. There are indeed people who feel that way.

**To be honest, at first they felt a little off to me, but as I played more that feeling disappeared. I think "a more contemporary style of makeup" would be a good analogy for it. Like, the impact is different, but Kainé is still Kainé.**

YS: I'd say it's more than makeup, though. More like plastic surgery. [laughs]

YT: Let's call it a makeover. [laughs] When we redid the modeling, we had the proportions of the characters from *Automata* in mind.

**I see. So in some cases, you were making changes with Automata's 2B and the rest of the cast in mind.**

SI: Those were important references for us, yes. We may not have been able to make them as beautiful, but we certainly tried.

YS: I know early on you had Yoko-san over your shoulder picking everything apart.

SI: Yes, it certainly wasn't easy. [pained laugh] In fact, the process was supervised not just by the staff behind *Automata*, but the staff behind *Re[in]carnation* as well.

**Interesting. So it was with the cooperation of multiple development companies that you were able to reach that level of quality.**

SI: Truly, there were so many people who contributed to the process. I can't thank them all enough.

**Incidentally, how long was the development process overall?**

SI: Just about two and a half years, I think.

YS: The truth is, we originally planned to get it done within two years. But looking at how much we changed, I think it's amazing it only took two and a half. Especially considering what went into the graphics.

YT: We had to increase the level of detail of the graphics, so the changes took a lot of time. We asked Koda Kazuma, who worked on *Automata*, to do new concept art for us. We provided a general framework for what we wanted, but the art that came back was so rich in detail, I wasn't sure we'd ever be able to realize it within the game itself. But the young artists we had working on the environments were extremely talented, and really managed to capture the mood of his work. As a result of that, we have the atmosphere of the new Koda art layered on top of the atmosphere from the original *Replicant*, and managed to heighten the quality by playing up the best aspects of each.

*Like Playing Whack-a-Mole!  
The Horrors of Spreading Bugs*

**So I assume these visual upgrades were what you spent most of your time on, Yoko-san?**

YT: The visual upgrades did take a lot of time, but I'd have to say that it was the audio that gave me the most trouble.

**The audio?! Was Okabe-san not delivering the audio on time?**

KO: No, no, nothing like that. [pained laugh] At least, I don't think so?

YT: While the upgrades to the environments and graphics took a lot of development time, they were one of the smoother parts of the project. They didn't give me any trouble personally. The people in charge of them were presumably working extremely hard, but all I had to do was check on their work from time to time.

**So what aspect, specifically, was more troublesome for you?**

YT: We kept encountering bugs in regards to the volume balance of sound effects and such. It was like playing whack-a-mole, where you fix one thing and it causes a problem somewhere else. It was just one problem after another, right up until just before we went gold.

**I assumed you were jokingly suggesting that The World's Okabe\* had been late with his deliveries or something. But it was actually a serious issue!**

KO: No, no, nothing like that. [pained laugh] I took my deadlines very seriously!

YT: It was the first time in my game development career that I've had a bug just loop like that one did. It was a very valuable experience.

**That's really saying something, considering the impressive career you've had. You're joking about it now, but it must have been quite frustrating.**

YT: When you're dealing with audio, you have to check it all by actually listening carefully to it, and that alone takes a great deal of time. So on this project I asked our sound director from *Drakengard*, Denji Sano [real name: Nobuyoshi Sano] to do the audio supervision for us.

**I certainly never expected Sano-san's name to come up!**

YS: You and me both. [laughs] We had Team Yoko working full-throttle on this.

**Platinum Games, Applibot, and even Denji Sano... What an all-star team! I imagine you must have faced some challenges too, Ito-san?**

SI: You could say that... [pained laugh]

**Any particular stories about the game's development that left a strong impression on you?**

SI: I doubt I'll ever forget any of them, but if I had to pick one, it would be about the Little Mermaid chapter that was added in ver. 1.22...

**What specifically about it?**

SI: I was struck by how drastically certain aspects, like the boss battle, changed from the original ideas we had for them. It's exhausting just thinking about it.

YS: I know you were starting from zero on that one. I'm sure it must have been quite a challenge.

SI: Everything was such a challenge, even just setting up the various flags. Originally, there were puzzle-like mechanics in the ship and the boss fight was more complicated, but it was feeling more confusing than fun. So midway through development we simplified things.

**As long as we're discussing the new story content, we'd be remiss not to discuss the newly added Ending E.**

SI: Ah, yes. I was worried about how to pursue that, as the foundation for it came from a short story and not from the game itself.

**Ending E was based on the short story "The Lost World," which was published in Grimoire NieR for the original release, but there are differences between the story and the game. There were a lot of surprises with the sudden cyberspace elements and some of what happened there.**

SI: I believe that was Yoko-san's idea. We created it to be evocative of the hacking parts in *Automata*.

**I was incredibly moved by Kainé's reunion with Grimoire Weiss in the cyberspace section.**

SI: Thank you very much. That scene was something we were very particular about. When we heard the idea from Yoko-san and his writing team, even I was struck by what a powerful moment it would be. We set about figuring out the most dramatic way to present that scene to the players, so as to maximize the emotional reaction. I hope that a lot of players are able to experience it.

*An Idea Brewing for Eleven Years*

**I imagine that this project must have presented an opportunity to pursue things you didn't or couldn't achieve eleven years ago. May I ask each of you to discuss an aspect of the game that falls under that umbrella?**

KO: When the three of us first met to discuss this project, we of course talked a great deal about what we should do with the music.

\*Yosuke Saito created the hashtag "The World's Okabe" for use during the promotion of an online special event in Japan for NieR's tenth anniversary. The name was taken up afterward by both staff and fans.



As I believe I said in the interviews I gave back in those days, there were some flaws in the final mix we implemented, and I was never personally satisfied with the work.

As a professional, I always strive to deliver the highest quality music I can within the constraints of our budget and schedule. I never imagined that a soundtrack to the game would be released, and that so many people would end up hearing it! And yet, there are parts of the source audio that I find painful to listen to. So at first, my plan was simply to redo those parts.

**I've listened to that soundtrack a number of times, and I can't even begin to imagine where these so-called "flaws" are supposed to be.** [pained laughter]

KO: In truth, they're fairly minor problems, so the average listener may not even notice them. So considering my plan through that lens, if I were merely to get those flaws corrected, most players might end up wondering what was even different, making it nothing more than an exercise in self-satisfaction! So I thought, "Since they're allocating resources for it, it'd be a waste not to rerecord the whole thing," and I went ahead and did a new arrangement. In that sense it's a version-up for me, too—and in a way could be considered the authoritative version.

**In the original releases, there were lots of places where a short music track looped, but those tracks have now been expanded, which I enjoy as something both new and nostalgic.**

KO: I appreciate that.

YT: There are exceptions—like event scenes—but for the most part the songs have been composed so you generally hear a full loop of the original music before the newly arranged part kicks in, so it eases you into it without any sense of strangeness.

KO: Even despite that, I'm sure there will be some who find the new arrangements distracting. That said, I really hope people will appreciate the newly arranged parts of the songs.

**That may be so, but looking at the game as a whole and not just the soundtrack, I think there needs to be some strangeness to it. And I mean that in a positive sense. Otherwise, it wouldn't feel like a version-up.**

YT: When we announced the game and uploaded the footage to YouTube, we intentionally used the newly arranged music, and a lot of people reacted to that.

YS: We certainly got a lot of feedback from overseas fans asking us to put in the original music.

YT: We had just done that to make the changes easier to notice, so I remember watching the feedback and thinking, "It won't be like that in the game." And I think if you do actually play the game, the music doesn't end up feeling unnaturally different like that at all.

**I remember being surprised when I first saw that video, but despite the controversy, I thought it was a very catchy promo. So what about you, Yoko-san? Were you able to fit all the unfinished content into this version that you'd wanted to include?**

YT: I don't really think in terms of unfinished content. I approach all of my projects like a puzzle where the goal is to squeeze in as much as I can within the schedule and budget I've given. So in that sense, every game I release is one hundred percent finished.

**Is that right?**

YT: Now, in terms of how satisfied I am with it personally, it's more like seventy percent every time. [laughs] I always think, "I wish I could have done more of this sort of thing," and that ends up being the other thirty percent. But even if I were to try to include that, before it was finished I'd have thought of another thirty percent worth of additional ideas.

**In other words, you'll never be able to hit one hundred percent in your own mind.**

YT: I guess not. But like I said earlier, I try to give a hundred percent of what I come up with after factoring in the schedule and budget. And if some things don't turn out great, they end up being a part of that hundred percent too. And after that, it's like, "Well, on to the next one." [laughs]

**Because as a creator, if you can't finish your creation, what's the point, right? Okay, then, I'll ask Saito-san about promoting the game. Was there anything you couldn't do last time that you were able to do this time?**

YS: In terms of promotion, well, *Automata* sold well, so I felt like I had the freedom to do whatever I wanted this time. I didn't actually do anything all that crazy with that freedom... Well, no, I suppose putting a giant Emil head on a truck was pretty crazy. But that was just a little thing for fun. [laughs] Since *Automata* was so well regarded, it made sense to focus our efforts on a video-focused marketing plan again.

**For *Automata*, the TV commercial about destroying dolls got a lot of attention, for a variety of reasons.**

YS: For this game, our marketing motto was "Destroy Everything for One Person's Sake," and the word "kill" comes up in the game a lot, so we thought it might be tricky to do a commercial for broadcast TV. Although in the end, we did put on a commercial about battling Shades in Shinjuku.

**That commercial seemed pretty extreme to me. If you know what the Shades really are, it's quite gruesome.**

YS: That was actually something we wanted to hint at. It's a short spot, but we wanted the audience to feel "this is different from other games." And it's thanks to *Automata* that we were able to achieve that. Truly, we owe so much to *Automata*.

YT: That's very true. I cannot thank Taura-san [*NieR:Automata* game designer Takahisa Taura] enough. I really can't.

Everyone: [laughs]

### What Emil's Head Wrought

**On the topic of promotion, there's something I'm wondering about...**

YS: What might that be?

**It's about the Emil head. Ever since *Automata*, Yoko-san has always appeared in the media wearing Emil's head. So much so that whenever I see Emil's face now, some part of my brain thinks of Yoko-san.**

YS & YT: Ahhh...

YS: Yeah... There's a part of that face that isn't Emil, or even Experimental Weapon Number 7, but Yoko Taro. [laughs]

**In the past, Yoko-san has explained that he won't show his face because "seeing the faces behind the games would impede players' enjoyment of them." But after being a fan for such a long time, my body's been trained to look at the games from a meta-perspective.**

YS: Well, that's... I truly apologize for that. But I think the damage is probably done at this point, and that Emil will just have to live with the association. You know, even Hiroki Yasumoto, who plays Grimoire Weiss in ver.1.22..., introduced Emil as "later to be known as Yoko Taro" in a planning video. [pained laughter]





YT: When I originally decided to wear that while doing media for *Automata*, it never seemed possible to anyone that we might one day make a new version of *Replicant*, so I don't know that you can blame me for that. But if it's that upsetting to you, maybe I never should have released this new version of the game at all!

**No, that's not what I'm saying! Please don't be so dramatic!**

Everyone: [laughs]

*About the Two New Episodes  
Added to the Version-up*

**I'd like to hear in a little more depth about the new content Ito-san mentioned earlier. To start with, where did the idea come from to add the Little Mermaid section and Ending E?**

YT: I believe that was part of the plan we received from Saito-san from the very beginning, right?

YS: I think so. I figured if we were going to do this as a version-up release, we should add something that would excite existing fans. However, I knew Yoko-san was busy and we wouldn't have time to create something from scratch, so I asked if maybe we could add something he hadn't been able to implement in the original release. In that sense, it might even be a chance to address some past regrets, like we touched on in our conversation about unfinished content earlier.

YT: In my mind, if this was going to be a version-up, it wouldn't be right to flat-out change anything. So I wanted to base any new content on things that had already been released but were not in the game itself. I thought Ending E and the story of the Little Mermaid from the expanded *Replicant* universe would fit.

**It sounds like those were a big challenge for Ito-san to implement.**

SI: They were. It was a continuous process of trial and error to figure out how best to show that content to players.

YT: Since the Little Mermaid and Ending E were originally prose stories, we didn't have any idea of how they would look as video game content. We obviously couldn't just copy the stories as they were written; we needed to figure out things like how to fit them into the game's existing narrative.

**Was there any particular reason you cast the stars of *NieR: Automata* as the major characters in the new content, including Yui Ishikawa (2B), Natsuki Hanae (9S), and Aoi Yuki (Pascal)?**

YT: Well, besides being a bit of fan service, in my mind it was intended to serve as a sort of confirmation that there's continuity—or maybe "connection" would be a better word—between the worlds of *Replicant* and *Automata*. And I believe that had also been a request from Saito-san.

YS: Yes, that's right. It was an easy bit of fan service, and since it was *Automata*'s popularity that led to this version of *Replicant* existing in the first place, I thought it would be nice to find a way to include the voice actors who had done such a great job of bringing *Automata* to life.

**I see. And by using the same voice cast, you ended up generating a lot of fan speculation.**

YS: I doubt that'll be a problem. I'm sure Yoko-san will come up with some carefully retrofitted new lore.

**Retrofitted?** [laughs]

YT: Well, I suppose that's a thing that would happen. Still, I too was excited by using the voices of the *Automata* leads. There were lots of characters in *Replicant* who never had voices before, and I thought giving those characters voices from the *Automata* cast would be a fun thing for the fans.

**So you were in favor of the idea as well.**

YT: Forgive me for going off on a tangent, but I wasn't able to find a role in this game that was a good fit for Kaoru Akiyama, who played Pod 153 in *Automata*, and it was driving me crazy trying to

figure out what to do! So in the end, I thought, what if I put Akiyama-san in every town in the game? And as a result, the "Find Akiyama" meta game was born.

Everyone: [laughs]

YT: You'll hear Akiyama-san's voice when you least expect it, so I encourage you all to make a little game out of trying to find it!

*So Who Were The Twins, Anyway?  
The Deeper Meaning Behind Not Explaining*

**In your mind, Yoko-san, is there a deeper lore meaning behind the newly added elements?**

YT: There are lore reasons, but some are just for fun, so I can't say there's a reason for everything. For example, there is a meaning behind the twins who appear in Ending E having the voices of 2B and 9S.

**So what does it mean?**

YT: Those who have played both *ver. 1.22...* and *Automata* might have some theories about it themselves. But the answer is not important to the story of this game, and I'm not sure that at this point I want to definitively say "here's the real reason."

**What? In the previous edition of *Grimoire NieR*, you gave us all sorts of answers to things that weren't explained in the game, but now you're saying you want the new aspects to stay secret?**

YT: No, it's not like that. It's just that in my games—and in their external content—I always want there to be some fresh surprises. In the *Grimoire* edition for the original release, players could see all sorts of things that weren't in the game, and there was even a new ending that appeared in the form of a short story. And I'm really grateful we had the opportunity to try something new like that. But on the other hand, I've had serious regrets about how much it limited the scope of our players' imaginations.

**When the game's creator answers a question, it's accepted as the definitive answer and there's no more room for fan theories.**

YT: Yes, exactly. When I read through everything we revealed from our development materials in the previous edition of the book, it left me thinking that it wasn't a good idea for a creator to explain so much.

**When I experience the worlds you've created, I often expect that "maybe the things he didn't answer in the game or its accompanying books will be explored in more depth in his next game, or comic, or play."**

YT: I think it's best to have some things that are explained and some things that are not. At the very least, I'd like to refrain from answering every single question.

*The Flower that Bloomed in Ending E  
Was from a Girls' Manga Trope?*

**I do think stories are more interesting when they have some room for imagination, and I understand why you'd want to preserve that. But in the same breath, I just have to ask you what the giant flower that bloomed in the final scene of Ending E meant in the context of the game.**

YT: Hmm...

**Is it a Lunar Tear because of the connection to Kainé or something like that?**

YT: Nope. Wrong answer. BZZZT! On to the next question.

**Wait a minute! Please let me ask a little bit more! I hate to say it, but when I first saw that scene, it struck me as a little bit sexual? It led me to imagine terrible things, so I really wanted you to correct me on this!**

YT: Wait, what's wrong with that? So what if it seemed sexual? There's no harm in perceiving it that way. As I just said a minute ago, if I were to give a definitive answer here, it would limit the scope



of our players' imaginations. I don't want to say anything more on the topic beyond "it's a game, so everyone's free to have their own interpretation."

**Very well.**

YT: Look, when you're reading girls' manga and there's a scene where the main character finally gets with her lover, flowers bloom in the background, right?

**No, because that's just an imaginary thing, isn't it? Like a visual motif. There aren't any actual flowers blooming.**

YT: Well, what if it wasn't just a motif? What if there were literally flowers blooming?

**How serious are you being with this? You know that in certain fan circles, the flower has been interpreted as a connection to Drakengard 3.**

YS: Yeah, when I first saw that, I thought of *Drakengard 3* too. It's much closer to the flower Zero wears than a Lunar Tear. Is that on the right track?

YT: So long as I continue to receive a production budget from the Square Enix corporation, you just might get the answer to that one day. Think of it like a raffle held at one of those nighttime festival stalls, where you pull a string that may or may not have a prize at the end of it. Most of the time you lose, but if you keep playing, you just might win eventually.

**Poor Saito-san, having to keep coughing up a budget like that.**

YS: [laughs] You know, even I have never asked Yoko-san about that flower. Asking "what's the deal with this?" and having him tell me the answer just wouldn't feel right. I think I'm satisfied just knowing the answer is somewhere inside that head of his.

YT: And what if I told you the answer wasn't actually in there? That I would only bother to think something up once I got the money?

Everyone: [laughs]

**So in conclusion, we're going to leave that answer in your head for now and leave Ending E open to the individual interpretation of each player.**

YT: Yes, exactly. The flower is just a background texture like in girls' manga.

**It is not!** [pained laughter]

*Is His Urge to Create Still Strong?  
Keiichi Okabe's Most Challenging Track*

**Okabe-san, may I ask you about the climax of Ending E, in which the music keeps changing to match the story? Was that your idea? Or did Yoko-san implement that from the development side?**

KO: I was certainly never asked to do that, so it must have been done on Yoko-san's end. Oh, and this has nothing to do with your question, but I just remembered a story. When they added the Little Mermaid section, I wrote a new piece of music for it and composed it to sync up with the beginning of the boss fight.

**I see. So you composed it to match the visuals as if you were composing a score for film or television.**

KO: Yes. But the game's graphics weren't done yet, so I had to do it based on storyboards and motion capture footage. It took a lot of additional effort to compose it around something so specific. But then when the game came out and I saw that part, the graphics were completely different. I was like, "Wait, what the heck happened?!"

YT: Ahh... Yeah, that.

**It had changed so drastically that you could tell right away?**

KO: It had. I was sitting there thinking, "Wasn't this part supposed to be like such-and-such?" It wasn't so much that it was out of sync as it had changed entirely.

YT: Once those original designs created by the planners were

initially implemented and I could see it in action, I started making adjustments, and it ended up changing a lot.

KO: Well, that's certainly not something that only happens in games. [laughs] You sync a composition to the supposed visuals, and then when you actually see it the content's changed entirely. And sometimes the audio itself has been edited to match the visuals.

YT: I feel like I'm being attacked here.

KO: No, not at all. [laughs] That wasn't me trying to complain. Just a simple thought of "Oh, you do it too, huh." [laughs]

YS: Personally, I really loved the music for the Little Mermaid part. It was warmly received by the fans as well.

KO: Well, it's a relief to hear that. I was mostly doing arranged versions of the music, and that was one of only two new songs. That naturally meant those two songs occupied my mind in a different way than the rest and I couldn't help but wonder about their reception.

YS: I even heard Yoko-san give it some rare words of praise while the game was in development. He said the Little Mermaid track was fantastic.

KO: Is that right?

YT: Yeah. I thought the track was really versatile.

YS: "Versatile"? That's completely different from what you said!

YT: Yeah, but I'm saying, it's a really versatile track. Kono from Marketing said so too, and even played it on the official website.

**Kono from Marketing:** It was a really good piece of music, so we used it on the official site too. In past interviews, Okabe-san had said, "My urge to create has withered recently," so I was worried. I'm grateful he was able to create such a wonderful piece of music.

YT: His urge to create withers and still he wrings out masterpieces. That's how it works when you're a grandmaster at Okabe-san's level.

KO: Quite the pointed compliment. [pained laughter] To be honest, I thought I'd completely run dry, but after taking some time away from it, I guess my imagination welled forth again, and I managed to make them.

Everyone: [laughs]

YT: So with some time away, and if it's just one or two songs?

KO: Yeah. That's pretty much it.

**Kono from Marketing:** In truth, Yoko-san was one of the people who asked me to put the Little Mermaid track on the official site.

YS: See, you did like it! You're such a *tsundere*.

YT: That was simply because I wanted the audience to know there was new music and not just arranged tracks.

**Such a *tsundere* response. [laughs] But considering how much worldwide anticipation there must have been for new *Replicant* music, did you feel a lot of pressure? Not just for the new tracks, but the arrangements as well.**

KO: I did feel that. What I was most afraid of was the fans saying, "Hey, this isn't *Replicant*." So I was extremely careful with both the new tracks and the new arrangements. And I think I managed to achieve a pretty good mix of old and new.

*Are Orchestral Concerts a Possibility  
Once the World Overcomes the Virus?*

**Okabe-san, did the orchestral concerts for *NieR* affect how you approached the compositions?**

KO: In terms of how I approach them, honestly, no. However, they may have had some influence on the content of the compositions themselves. Of course, right now the world is in a terrible state due to the coronavirus, but I can't help but think that I might get to do a concert like that again when the virus settles down.

**I'm sure there are a lot of fans who would like that.**

KO: As I look forward to when that can be a reality, it does flavor how I do my compositions. I think things like "In the first half, I'll go for a more restrained sound, and as we enter the second half, I'll gradually



ramp it up to really play up the orchestration." I feel like that's become a part of how I evaluate things now.

YT: That's The World's Okabe for you. And to think that back in the day, you wouldn't consider such things at all.

KO: Eleven years ago, I may have said, "I'd like to put on an orchestral concert," but done so knowing it was an impossibility. But now I've actually done it. So when I think things like "I want our next concert to be like this..." it feels so much more real than it used to—and in fact feels like the sort of thing I probably should be thinking about.

YS: I want to do it as soon as we can—just as soon as the coronavirus settles down. But I know it's tough on Yoko-san...

YT: The concerts are harder on me than you might think, because I have to create the visuals and write the stories for them. And it's way less hard for Okabe-san than you'd think. He just greets the audience at the beginning and end; it's not like he's performing.

YS: I would love to see him waving that baton himself, even if it's just for one song.

KO: No, no. I'm always striving to keep the interests of our fans in mind. And while we call these events "concerts," they're really about enjoying the world and lore of *NieR*. If I were to get out in front of them and start clumsily waving a baton around, it would take them right out of *NieR*'s world.

YS: How could you know until you tried?

**Yoko-san, couldn't you write a storyline that would leave Okabe-san with no choice but to appear?**

YT: Now there's an idea. We'll call it "The Last Days of a Foolish Composer." I'd be happy to write that.

KO: Please don't. [pained laughter]

**But, Okabe-san, if you assume conducting duties, it could make the event into something that would really excite the fans.**

YS: I agree. I wish we could do it right away.

KO: I only do the opening and closing greetings, but it's not because I don't want to do more. I think if I were to do more than that, it would really derail the whole thing. And that's why I don't want to take them out of the world by just waving the baton for one song. I suppose if I were to do it, it could be the first song before the greeting or a bonus song at the end or something...

YS: There you go. It would be like doing a warm-up song.

YT: This is starting to sound more like a dinner show. I suppose after all that talk we have to do it now.

**I look forward to seeing it come to fruition. [laughs]**

YT: Incidentally, I tasked young writers on the scenario team with coming up with the ideas for the songs we wanted made. At the same time, Okabe-san had young artists at MONACA handling the new arrangements, right?

KO: Yes, that's right.

YT: Between the energy from the young staff who worked on it and the elements from *NieR:Automata* spicing it up, Ending E ended up being quite the stew. When I saw that last part of the ending, I thought it had some of the flavor of a tribute movie created by a fan. I wonder if that's one of the causes of that feeling of rapid changes referenced in an earlier question.

**That's wonderful.**

YT: To me, I think maybe the entirety of *ver.1.22...* feels like a fan film. Taking something that everyone already knows, re-creating it and releasing it back to the world—that's what the experience is like to me. Although I think maybe that's why I declined Saito-san's offer at first.

**And how do you feel about it now?**

YT: I'm very happy to have new fans playing it. And it's served as something of a class reunion for our existing fans, and that also makes me feel good.

## Does the Dev Team Have a Pet Character? The Scoop on Everyone's Favorites

**Can everyone tell me about their favorite characters and scenes based on this new *ver.1.22...* release?**

YT: I'm sure I've been saying this over and over for years now, but *Fyra* is my favorite.

**I remember you being a fan of hers from way back.**

YT: I still feel the same way about her I felt then, that she's a tragic character who lost her chance at a starring role.

**I remember that the King of Facade was originally intended to be the protagonist of *NieR Replicant*.**

YT: That's right. In my first version of the story, the king was the hero and *Fyra* was the heroine. But then there was a change of plans and he wasn't able to be the protagonist. Knowing that is part of why I'm so attached to them. Sometimes things just don't work out the way we want them to...

**What about you, Saito-san?**

YS: My answer hasn't changed in the last eleven years either. It's still *Devola* and *Popola*—particularly *Popola*.

**And what exactly do you like so much about them?**

YS: That event scene right before the end of the game where *Popola* snaps always gets me. I think fans who joined the series at *Automata* may have had trouble understanding what hidden feelings were motivating *Devola* and *Popola* when they saved 9S in the climactic scene of that game. But if they play *ver.1.22...*, I think that'll solve the mystery for them. And I was really happy for them. Well, except for the part where they have to be burdened by guilt for thousands of years... [pained laughter]

**Ryoko Shiraishi's bloodcurdling performance there certainly made her an unforgettable character. May I ask your opinion next, Okabe-san?**

YT: Okabe-san hasn't beaten it yet, so he probably can't answer.

KO: It's true that I haven't finished the game yet. [sweating] But I did play the heck out of the PS3 version, so I'm going to throw my lot in with Saito-san and say that *Devola* and *Popola* left the biggest impression on me.

**I never would have expected that. What aspect of them appeals to you, Okabe-san?**

KO: Well, part of it is my perspective as a composer. For the song that plays during your final battle with them, "Song of the Ancients / Fate," I was told they would be singing and dancing as they attack, and they needed me to send over a composition right away so they could match the dancing to it.

**That was something that Yoko-san told you eleven years ago?**

KO: Yes, that's right. And then when I finally saw that completed segment of the game, the dancing *Popola* was so far away that she looked tiny and you couldn't tell how she was dancing at all. And the battle was so intense you never had time to look anyway. When I said to him, "You can't tell what they're doing at all," he replied with something like "It's often hard to tell how things will turn out until you try it. Ha ha ha!" I still remember that so clearly.

SI: When I realized during the game's development that they were both dancing to the music, I started wondering if there was some way I could change that part to make it more noticeable to the players, but I abandoned it pretty quickly. [pained laughter]

YT: Okabe-san, I'll have you know that Steve Jobs once said something to the effect of "a master craftsman even cares about the parts you can't see." That's what that was, Okabe-san. Putting one's heart into crafting details that even our customers may not notice is part of the craftsman's spirit, is it not?

KO: Of course that's fine. I don't have a problem with putting work into the details. But because I didn't have time to record a new piece of music, the dance was made to match an existing piece, and



I ended up having to compose a new track to match that piece's BPM [beats per minute].

#### **Interesting. So that's how the music gets made sometimes.**

KO: And the BPM of the existing track they'd used was extremely unusual. Typically, you'd use something straightforward like 128 BPM, but for some reason that track was something like 128.3 BPM. I really wondered what was up with such a slight shift.

#### **The sort of thing you wouldn't notice in a short piece, but that might start to seem vaguely strange by the end of a long song.**

KO: Yes, exactly that. And I had to implement all these subtle adjustments to make it work. When I submitted it, I asked, "Why is the BPM slightly off like this?" but I got back the response that they hadn't even noticed, which left me feeling blah about the whole thing. Anyway, I brought this up because it left such a deep impression on me, but I didn't mean to talk about it for so long!

YT: Listening to that story, I can't help but think that if only Okabe-san had immediately composed that song, we never would have needed to use the existing piece. I can only imagine your readers will have the same thought.

KO: And here it comes! *[pained laughter]* Yes, you do have a point there.

YT: If you were so concerned about it, Okabe-san, you should have said something sooner. We could have done a wipe where Popola appears in the lower-right corner of the screen, like a variety TV show.

YS: So while you're far away fighting Devola, a wipe of a dancing Popola would appear on the screen. That would be so much fun!

KO: Like one of those shows from the '80s that had idol girls in a swimming competition! *[laughs]*

YS: That battle was such a tear-jerker moment. Maybe the wipe wouldn't have been the best idea...

#### **Since the conversation has taken us back to the '80s, let me ask the question again. Ito-san, who is your favorite character?**

SI: Eleven years ago, I would have said Tyrann. He was this rough thug, but gradually grew to care for Kainé, and it was so cool how in the end he sacrificed himself to protect her. Of course, I still like him a lot, but after working on *ver.1.22...*, I really grew attached to Devola.

#### **Another surprising choice. Devola and Popola sure are popular today!**

SI: Well, I'd always liked them, but *ver.1.22...* added little mini-episodes that give you more insight into what they were thinking—and having experienced their tragic story in *Automata*, I had a lot of empathy for them. I apologize for tooting my own horn here, but we put a lot of care into the facial expressions of the twins, so I hope everyone reading this will pay close attention to that. Incidentally, the reason I chose Devola is that I have a thing for strong-willed women.

YS: Hold on a minute there, Ito-san. If you look beneath the surface, don't you think Popola might be the stronger-willed one?

SI: Hmm, you have a point!

#### **Thank you for sharing your predilections with us! I certainly wasn't expecting that. *[laughs]* Incidentally, Ito-san, is there any scene in the game you particularly like?**

SI: The Roc event certainly stayed with me. I love dogs, so that's a large part of it, but the story there also struck me as so sad. The depiction of him cherishing the memory of his "grandfather" even as he prepares to go to war against humanity for the sake of his pack was really powerful. And the ending to it was so bleak that when I played it eleven years ago I thought to myself, "Whoever wrote this must be such a cruel person." *[said while glancing at Yoko Taro]* Incidentally, the depiction of Roc's body and the spears in the ground in that part hadn't been consistent from scene to scene, so we were asked to fix the continuity of his death scene, and in the process make it look even more gruesome.

#### **What a heartless direction to give to a dog-lover.**

YT: The original game had some visual inconsistencies that needed to be fixed, so I tearfully submitted that request. I was just asking for it to be made consistent, not redone, but the young staff put a lot of extra effort into it.

#### **It seems there's been an overall increase in gruesomeness from the PS3 version. Maybe because there's so much more blood.**

SI: The decision to increase the amount of blood spray in even normal battles was made at an early stage of the project. Because *Automata's* world mainly revolved around machines and androids, it felt clean and sterile. But *Replicant's* world is more human, so we wanted to make it seem raw and alive in comparison. The increased blood effects were a part of our push to make a "dirtier *NieR*."

#### **A "dirtier *NieR*"... That's quite a goal. I imagine that blood spray will be even more impactful on the second playthrough, once players know what they're fighting against.**

*What's Next?*

*Prospects for the Future of the NieR Series*

#### **Incidentally, if the group assembled here could work together again, would you want to make another *NieR*? Or create something entirely new?**

YT: I'm happy to do whichever one they'd contract me for. I don't tend to have strong feelings of what I want to do next.

YS: And yet, I can't talk much about this, but the projects that are moving forward right now involve a lot of things you personally wanted to do, right?

#### **These are projects commissioned by Saito-san?**

YT: No, the originator of those projects was me. When it comes to these things where I say I want to do something, and get Saito-san to help me with it, it's usually for interpersonal reasons rather than because I wanted to make a work myself.

#### **Interpersonal reasons? Like, you want to throw work someone's way, so you put a proposition together on their behalf?**

YT: In fact, one of them is exactly that.

YS: You don't think it's a little blunt to frame it like that? *[laughs]*

#### **Putting aside the process, I'm sure there are lots of fans who will be excited to see one of Yoko-san's personal projects. On the other hand, in terms of making more *NieR*, I wonder if it's a situation where it's out of the question to not make more at this point.**

YS: Hmm, yes. If we're going to make more *NieR*, I feel like we need to do it while Yoko-san and Okabe-san are still in their functional years as creators. On the other hand, I also think we could wait, let the two of them dry up and wither away, and then wring one last drop out of them to make *NieR* as their final work... Well, I think that would also be appropriate for the franchise.

KO: That sounds good to me.

YT: At that point, I'd just make a board game or something. That would be your new entry in the *NieR* series: a board game.

KO: That might be fun, but what about the music?

YS: It could be a mixed-media sort of thing? You put on the packed-in CD as you play the board game.

#### **I think there are already a lot of people who aren't able to play CDs, so I hope it will be in some form of media that's still relevant at the time.**

YS: Well, at the very least, I think the next *NieR* release will be something new. If we make one, that is. I don't think there'll be any developments anytime soon.



**So you say, but yesterday Yoko-san posted a now-hiring notice for new staff, so I think a lot of your fans are expecting some sort of new development.**

YS: Eh, can't we just let Yoko-san do whatever he wants for a while?

YT: You can't tell because Saito-san is wearing a mask, but I suspect the corner of his mouth is raised up in a smirk right now. But anyway, when we're able to make an announcement about that, we'll make it very clearly. It will be immediately obvious just how much of a delusion the sparkling creativity you kindly assume I possess is. *[laughs]*

**Well I can see the sinister smile on your face even behind the mask. *[pained laughter]* Personally, I'd be happy to experience some of Yoko-san's creativity even outside the context of a game.**

YT: Like, as a ramen shop?

YS: Why a ramen shop? The food service industry is in dire straits right now.

YT: Well, that's certainly true.

**I'm reading the Yoko Taro chapter in Cycomi's manga about game creators,\* and it left me thinking that if you all got together again, you'd create something incredible.**

YT: Were you able to enjoy that manga? I know it's a strange thing for me to say, but it's so full of inside jokes that when I read it even I barely recognize it's supposed to be about me.

**I really enjoyed it. Okabe-san, I can't believe you had a pompadour when you were a student.**

KO: Yes, that's right... Well, actually no, I didn't have a pompadour or anything like it. I was nowhere near that spirited of a character. That manga can be rather cartoonish, so I'd hate for anyone to take it as the literal truth. *[laughs]*

**In the manga, Saito-san calls everyone "amigo."**

YS: Yeah, that. They'd send it around asking if we wanted anything changed, but it would already be at such a late stage of completion I'd feel like I didn't have any choice but to approve it. I'm pretty sure they arranged it that way on purpose. *[laughs]* If I were to complain I'm not like that, they'd be forced to rewrite it practically from the beginning.

YT: People who read the manga often ask me if Saito-san was really like that back in the day. And I've taken to responding, "For the most part, he's still like that now."

YS: That is absolutely not true! What do you mean, "for the most part"?! Now he's even misrepresenting my past! *[laughs]*

**I can't wait to see how you end up depicted, Ito-san.**

SI: Yeah... How long is that manga going to continue for, anyway? *[laughs]*

YT: Nobody knows.

**That brings me to my final question. I'd like to hear your hopes and ambitions about how you'd like to see the NieR series expand from here.**

YS: Seven years elapsed between the releases of *Replicant*/*Gestalt* and *Automata*. And if you want to count from *Replicant*/*Gestalt* to ver. 1.22..., that's eleven years later. I expect the next *NieR* game will be released after a similar span of time. That's providing Yoko-san and Okabe-san are still alive. Frankly, if I were the one to pass, I think they'd manage to get by without me.

**Please don't say such things!**

YS: No, no, it's fine. My point is, I'd like our fans to pray for the health of these two men.

YT: The thing about Okabe-san and myself is, we're motivated by money. The moment Saito-san can no longer grip the envelopes full of cash, the *NieR* series is done.

YS: At that point, I expect an amigo even greater than myself would appear. But on a personal level, I do hope I'm the one who gets

to handle the future of the *NieR* series. Though I also want to have Yoko-san do what he wants to do, so please be patient.

**What do you think, Ito-san?**

SI: Hmm. It's hard for me not to answer that from a fan's perspective. *NieR* is a series with a strong action-RPG heritage, but then *Re[in]carnation* came out for smartphones, and I was impressed by how it expanded the breadth of the series. So I think next time, I'd like to play a *NieR* that's unlike anything we'd ever conceived of before. Personally, I love dating sims, so I wouldn't mind playing something like that, either.

YT: All the heroines will be super violent. Is that okay?

SI: I'd like you to title it *NieR: Love*.

YT: Yeah, that wouldn't sell at all.

**What do you have to say, Okabe-san?**

KO: Needless to say, if asked, I would want to contribute. As I mentioned earlier, I believe taking some time between projects has a way of recharging the imagination, so when I've been reduced to skin and bones, I'm sure it will bring me great satisfaction to be able to create a final work that I can leave behind.

**As a fan, I know I'm eagerly awaiting the day. Although certainly not the "final work" part! Lastly, I'll direct the question to Yoko-san.**

YT: I think one mistake I made with the *NieR* series was taking the director role for two entries in a row. As a result of that, it makes it so much more difficult to suddenly bring on a different director for the third game.

**Interesting. I can see how that might be a concern.**

YT: For *Automata*, I told Taura-san I wanted him to take the director title, but he refused to accept it. And that's how we ended up here. So in that sense, I feel like I have to destroy the *NieR* series at some point. I need to give some serious thought to the question of how to end it. Like with that board game I talked about earlier, I feel like it won't end the way people are expecting it to.

**I think there are other ways of handling that responsibility, but the fans might actually accept even the board-game thing.**

YT: How about when *Re[in]carnation* shuts down, for one final payment we let them get access to the final chapter of the *NieR* series. You think they'd accept an ending like that?

YS: They would not. We're not doing that.

YT: Jokes aside, we do have *Re[in]carnation* now. It's not some little side story for smartphones, but a legitimate entry into the *NieR* series, just like *Replicant* and *Automata*. And as long as we're focusing on that, we won't be thinking much about what comes next.

**I see.**

YT: As for my hopes and ambitions for the future... If I had to say something, maybe...what if we went with a different composer instead of Okabe-san?

**And how does it make you feel to hear Yoko-san say something like that, Okabe-san?**

KO: Oh, it would be fine. I wouldn't mind at all if I was cut from the team. I would just worry about whether the world would accept that or not.

YT: There he is. That's The World's Okabe for you.

Everyone: *[explosive laughter]*

**Thank you for that perfect punch line to end on, and thank you for making the time to get together like this when you're all so busy. I can't wait to see what's next for the NieR series!**

\**Shinsetsu Game Creator-Den* ("True Stories of Game Creators") is a manga series that ran on Cycomi, a webcomic site operated by Cygames. <https://cycomi.com/>



# 6 LETTERS

## LETTERS FROM KEY STAFF

In 2021, the internationally beloved *NieR* series celebrated its eleventh anniversary. We requested comments in the form of letters from several of the key staff behind its development.

A1: Thank you for playing!

A2: You need to take better care of your health.

A3: I wonder if I'm still alive. That might be a stretch... LOL.

A4: The reason the *NieR* series has made it to this point is entirely because of our fans. I'll say it again: I am truly and deeply grateful. Uh-oh, was that more than one comment?

YOSUKE SAITO

KEIICHI OKABE

A1: It feels like so much happened over these eleven years, but also like they passed in a flash. Getting to arrange *Replicant*'s music eleven years later was a deeply moving experience.

A2: They actually let us do that orchestral concert we proposed on a lark! It even turned into a whole international tour! It never hurts to ask.

A3: Are you still making music?

A4: I've said it time and time again over these 11 years, but it's the fans who've kept *NieR* aloft for all these years and allowed us to do so many cool things. Just as you've supported us, I will continue to strive to bring you music you'll enjoy. I am so grateful to you all. Please keep it up!

Q1: What are your thoughts about the series's eleventh anniversary?

Q2: What would you say to your self from eleven years ago?

Q3: What would you say to your self eleven years from now?

Q4: What comment do you have for the players and fans of the series?

A1: Now there's only nine years left till the series's twentieth anniversary.

A2: Eleven years from now, we'll be celebrating the eleventh anniversary.

A3: Now there's only eight years left till the series's thirtieth anniversary.

A4: Over the last eleven years, the players have taught me why I made this game called *NieR*. For their passion that has sustained me for so long, I offer my heartiest gratitude and applause.

YOKO TARO

SAKI ITO

A1: I am so sorry we couldn't release it during the tenth anniversary!

A2: Eleven years from now, prepare to experience both the hardest and most wonderful thing.

A3: Are you well? Have you been able to make the games you wanted to make?

A4: As I am a weak human, the violent eddies of game development have left me at the verge of becoming crushed and dispirited time and time again. But on all of those occasions, I was given passion by the series's fans through YouTube, Twitter, concerts, and all sorts of other ways. In the end I managed to complete development of the game with my heart aflame with fervor. Thank you so much for that, and I hope you enjoy ver.1.22...

Incidentally, I myself am really enjoying it. *NieR Replicant* truly is a masterpiece.

A1: I was fortunate enough to join the *NieR* series with *NieR:Automata*, and be involved with a game that will live on in the annals of gaming history. Ever since, I've been able to enjoy new *NieR* experiences as a player through its collaborations with countless other IPs. What a privilege it's been to be able to enjoy it from both sides like that! My heartiest congratulations to all on its 11th anniversary.

A2: The word system, the talking book, the beautiful, ephemeral sister/daughter... When I was simply reveling in the experience of playing this game that is so full of deeply memorable elements, never in my wildest dreams did I imagine I would one day be interviewed about an upgraded version of the game. What a wonderful commemoration. Now I feel as though I can retire at any time and take over my family's business.

A3: I hope Yoko-san is still hard at work. And I foresee that in the eleven year interval, I'll have been able to enjoy at least three new *NieR* games, and that large-scale traveling *NieR* fan festivals based on the entire *NieR* catalog will be visiting every corner of the country, and that development of *NieR's Wai-Wai World* [tentative title]—gathering elements from the entirety of *NieR's* canon—will have been announced, and that the series's twenty-second anniversary will be packed with special events. I can hardly wait.

A4: With bated breath, let us all watch over the future of *NieR* together.

TAKAHISA  
TAURA

A1: Congratulations on eleven years! I truly believe that what makes *NieR* so special is how its unique flavor has only deepened over the eleven years since its first release. I may be involved with the series's development, but it's as a fan that I most look forward to seeing how the *NieR* series progresses!

A2: Eleven years ago, I was eighteen years old and steeling myself for my big college debut. I'd never so much as touched a PS3, so I'd like to tell myself to stop screwing around and play *Replicant* and *Gestalt* because *NieR* would be a large part of my life eleven years later.

A3: When *NieR* celebrates its twenty-second anniversary, I'll be just about forty. I don't know in what way I'll still be involved with *NieR*, but I'd like to think that at that point, its even richer flavor will have deepened at least in small part because of me.

A4: I've been given the honor to create *NieR Re[in]carnation* alongside Yoko-san, and we've fastidiously created a lore for it down to the tiniest of details that could never be told within the confines of a game. I suspect if you read *Grimoire* from cover to cover, you'll be able to appreciate the world of *NieR* from a new perspective. Let's read our copies together until we wear out their spines completely! (I think I'll be buying two copies: one to read feverishly, and one to preserve for the ages.)

DAICHI  
MATSUKAWA





# GRIMOIRE NIER: REVISED EDITION

-PROJECT GESTALT & REPLICANT SYSTEM-

NIER REPLICANT VER.1.22474487139... THE COMPLETE GUIDE

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NieR Replicant ver.1.22... THE COMPLETE GUIDE + SETTEI SHIRYO SHU GRIMOIRE  
NieR: Revised Edition

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GRIMOIRE EXPIATION: REVISED EDITION  
PROJECT GESTALT & REPLICANT SYSTEM  
SHORT STORIES (TOP SECRET)





# And Then There Were None ver.1.00

WRITTEN BY JUN EISHIMA  
CONCEPT BY cavia/YOKO TARO  
Translated by Casey Loe

*The curtain rises to the tune of the Pied Piper's flute,  
And the fate of humanity plays out on a Hamelin stage.*

I'm in a room with no windows and no doors.

It's huge and brightly lit, despite there not being any visible lights—somehow the ceiling seems to be functioning as a source of illumination. The other people around me are all roughly the same age and a variety of different races. I count nine men, including myself, and four women. Some are still out cold, but others are on their feet, readying themselves for what might come next. A single book lies on the ground next to each of us.

What happened? What am I even doing here?

I feel dizzy. Drugged. It's never a good idea to get up quickly in situations like this, so I reach for my gun as I slowly study the room. It's gone, which is no real surprise—wouldn't make sense to kidnap someone and then leave them a weapon, after all. But my abductors have done an unusually thorough job of it, removing everything from the wire woven in the hem of my pants to the explosives secreted in the sole of my shoe. They found everything I had, which is how I know I've been abducted by the very organization to which I belong.

I'd figured something like this was coming ever since they started talking about a sketchy "secret mission" I was apparently free to accept or refuse as I saw fit. But not only did they offer an incredible sum of money, they also promised a full discharge when it was over. They claimed I'd finally be able to kiss this whole shitty lifestyle goodbye. You'd have to be a moron to refuse an offer like that—or else some kind of deranged sociopath who actually enjoys the killing.

Anyway, it was obvious the mission wasn't on the up-and-up—not with that kind of reward waiting at the finish line. I figured it'd be the sort of thing where they send a hundred guys and maybe one comes home. Or hell, maybe just one out of a thousand. Because you only offer that level of compensation if you're damn sure you won't end up having to pay it. And yet, even having known all that, here I am. Just thinking about it makes me chuckle.

A voice calls out, interrupting my musing, and I turn to find a man who looks to be a year or two my junior. But he's unfortunately from some other country, and I can only shake my head in response to his words. That response seems to do the trick, because he doesn't try to talk to me again.

The group I belong to is a multinational organization, but most of the members only know their mother tongue. There's no time to study foreign languages; as soon as our age hits double digits, we're pushed into round-the-clock combat training. Most of us can barely read and write in our *own* language, much less a second one. And sure, there are a few bilinguals in the org—folks with parents from two different countries, a handful who were born in one place and raised in another—but they're the exceptions that prove the rule.

Because I'm curious, I call out a greeting in my native tongue to the man sitting across from me. He responds with a shake of the head, as does the woman seated to his left. She looks groggy; I'm guessing her sedative just wore off. Those things affect people differently, but as a general rule, folks like her are usually the first

to die. The slow don't tend to survive for long.

Suddenly, the woman locks her gaze on me, her eyes widening in surprise. Well, this is interesting. Who the hell *is* she? She looks familiar somehow, but I can't place her. As I ponder, she struggles to stand on a pair of unsteady legs, then immediately crashes back to the floor with an epic thud. But her clumsy pratfall finally knocks loose a memory.

"You survived, eh?"

The woman nods as she pulls herself to her feet once more. She's one of the rare polyglots in the organization. Her mother must hail from my homeland; children always remember the language of their mothers.

"I'm glad to see you survived as well."

"Course I survived. But you? Now that's a surprise."

We'd met three years ago. We were both in the 13th Crusade, a large-scale offensive against the Legion. We'd been assigned to different units, but once the fighting started, organization collapsed and things like who was in what unit didn't matter for shit. And yeah, war's always like that, but that one was especially bad.

I was sixteen at the time—already a hardened veteran—and I'd pegged my odds of survival at a respectable fifty-fifty. But then, in the midst of all the chaos, I saw this dimwit standing in front of one of the Legion, completely frozen. Not knowing what else to do, I knocked her out of the way and torched the whole area. Not because I was trying to be some kind of hero—it wasn't anything so high-minded. It's just that soldiers are a valuable resource, so we gotta take care of each other. Or to put it another way, we can't let each other go to waste.

Anyway, believe it or not, that dimwit was the same age as me—but unlike me, she'd been thrown onto the battlefield without the benefit of years of training. No wonder she went into shock the moment she had to go toe to toe with one of the Legion.

See, the Legion look like people because that's what they used to be. White chlorination syndrome kills damn near everyone who contracts it, and the few who survive turn into psychopathic monsters. But that aggression isn't even the main reason we're so desperate to wipe them out—the bigger issue is that they're still contagious, which means even one of them could start a new outbreak. We're three years into this strange pandemic, and we still have no idea how to cure it. I guess it all started with some white giant that isn't even from this world? I dunno. Something like that.

But while we don't have a cure, we *do* have Luciferase, a medicine with protective properties. Problem is, no one's been able to mass produce it. Plus, it seems to only work on kids—and the younger they are, the more effective it is.

Long story short, that's how we ended up here. The strongest kids are drafted, given what little Luciferase there is to go around, and sent to fight the Legion. The international group responsible for training and deploying these child warriors is called the Hamelin Organization. The name comes from that fairy tale about a pied piper who lures a bunch of kids away, which has always struck me as being in poor taste.

"So what are you doing here?"



"I was told it was a top-secret mission."

"High compensation, full discharge, completely free to accept or refuse, right?"

She looks taken aback for a second, then immediately nods like she's just put the pieces together. She goes on to tell me how she'd been attending school until that day three years ago—just kicking along like everything in the world was perfectly normal. Guess it stands to reason she'd be sharper than me, given that she got to go to school.

"I imagine everyone here was given the same offer?"

I nod as I scan the room again. It's a diverse group of participants, most likely chosen to represent a wide variety of nationalities. Even at a glance, it's clear this girl and I are the only ones managing to communicate with each other.

"I suppose it was an offer no one could refuse."

Oh, she's right about that. Anyone who does what we do would leap at a chance to escape this life. I mean, we're mass murderers, plain and simple. And sure, they tell us our enemies are monsters completely devoid of intelligence, but they still *look* like people—and our job is to burn them alive.

Yep. We burn 'em. See, the blood and saliva of white chlorination syndrome victims are supposed to be contagious, so they don't want gunshots splattering fluids around. We're actually ordered not to fire guns unless it's absolutely necessary—and since none of us want to be inhaling anything that dangerous, it's one order we're happy to obey. Still, it doesn't feel good to see creatures that look like human beings wreathed in flames and burning to death. I was barely ten years old the first time I torched one of the Legion, and nine years later, I'm still not used to it. Each time is just as terrible as the first.

"So what do you think these things are?" asks the woman, pointing at the tome next to her. "They look like books, but they don't open."

Said books are thick, with covers that are somewhere between black and dark gray in color, and have nothing written on them. After a moment, the woman picks hers up and tries to pry it open.

"Hey, stop!" I cry. "Don't touch that!"

She drops the book like it's on fire, and I respond with a loud sigh. In this respect, she hasn't changed at all in the last three years. See, we were stuck together for a while after I saved her—considering how green she was, I wasn't about to abandon her. Luckily, she proved to be a quick learner. I gave her the occasional pointer as we moved, and that was all she needed to keep up. She was tough too. If she hadn't been, she wouldn't have been drafted at sixteen, no matter how well she responded to the Luciferase. But eventually we had to part ways, at which point I figured she was done for. Once the battle was over, there was no way for either of us to know if the other was still alive.

Eventually, the Legion surrounded us, and the only chance for survival was for us to book it in different directions and hope one made it out. Since I was both more likely to survive and had greater value in future skirmishes, it made sense for me to run for safety—and yet, I immediately took off right into the jaws of danger. It's like I was possessed by something; I can't think of any other explanation. But it makes me uncomfortable whenever I remember it, so I usually try not to.

"Can't believe you survived," I say. "You got lucky."

She shakes her head to indicate otherwise. "I'm alive because you covered my escape."

"Wasn't trying to. Just made a bad choice, is all."

She opens her mouth to speak again, but is interrupted when a man and woman start raising their voices in the corner of the room. At first, I assume they've also lucked into finding someone who speaks their language, but it quickly becomes clear that isn't the case. I don't know what they're arguing about—some trivial offense, most likely—but they're going at it hard, spewing vitriol in languages the other can't comprehend.

Finally, the woman has enough and slaps the man across the face, and he grabs her with an angry snarl. No one moves to intervene. We've all had training in how to fight the Legion in hand-to-hand combat, and we know how dangerous it would be to get between them.

Just then, the book at the arguing woman's feet suddenly springs open. She didn't touch it, didn't accidentally kick it—it just opens. The moment it does, a gigantic black hand explodes out from its pages, grabs the man she's been arguing with, and crushes him to death. He looks sort of confused when it happens, like he can't believe it, and the woman shares an equally dumbfounded expression.

A second later, the man's copy of the book starts to emit a brilliant light. I figure there's another hand on the way, but instead, the book just sucks the man's body into itself. As soon as the corpse is gone, the light vanishes. The cover of the book changes from blackish gray to a brilliant blue, and some sort of pattern emerges on it—a pattern that looks uncomfortably like a human face.

The shocked silence that ensues is brief; the uproar that follows is immediate.

"What was that?!" cries the woman next to me.

"How the hell should I know?!" I reply as I reach for my copy of the book. While I'd initially been hesitant to touch something I knew so little about, things have changed, and I now feel like it's imperative to learn as much about it as possible.

There are no words or illustrations on the cover, not even a single scratch or mark, and it also doesn't feel like it's made of any paper I'm familiar with. Also, as my recent acquaintance had discovered, it's sealed up tight, almost like the pages have been glued together.

"How did she even get this thing open?" I muse.

And that's when it happens. As if to answer my question—or maybe to mock me for having asked it—an unseen speaker suddenly begins to blare the same message in thirteen different languages simultaneously. At first it's just a cacophony, but I finally manage to locate the one speaking in my language. It's an important announcement, but hardly what I'd call helpful:

*EACH OF YOU HAS BEEN GIVEN A MAGICAL GRIMOIRE. USE THEM TO KILL EACH OTHER. ONLY TWO WILL SURVIVE.*

That's the entire message, looping over and over again. There's no explanation or anything. Just the message.

"Top-secret mission my ass..."

As I spit out the words, my eyes are already scanning the environment. There are no windows or doors, no path of escape. If I want to survive, I'll have to fight. But starting a giant melee in a place like this means it'll be nearly impossible to ensure two people survive. At best, you'll probably have one survivor—and that number could easily drop to zero. Still, I don't want to be the one to make the first move.



The woman in the corner reaches for her book, but a man beside her is faster. He wraps his hands around her neck and twists it. There's a soft snap, and her limbs go limp. One down.

I figure her murderer will be the next to die; you're the most vulnerable when killing someone else. And just as expected, two men are already coming at him from behind. They strike simultaneously, and I can tell it's not something they worked out in advance. They just intuitively understood it's the most effective tactic.

But the two attackers aren't the ones who kill the man. As the woman's corpse is being sucked into her book, his face twists with anguish and he collapses to the ground before being sucked into his own. Soon the two grimoires are all that remain: one with a jade-green cover, the other the color of amber. As I watch, patterns in the shape of strange faces emerge on both covers.

"Use the grimoire..." murmurs the woman at my side, and I understand what she means. Apparently the lady who used the black hand from the book had been acknowledged as a victor. But the man who killed her with his bare hands? Not so much.

"So that's the deal, huh?"

I'd clearly been right not to make the first move, and she'd been right to follow my lead. Now we understand the rules and have a better grasp of the situation. But the problem is, I have no idea what to do with the book. I mean, how hell am I supposed to just start using *magic*?

I feel my lips curl into a grin, even though there's nothing remotely amusing about the situation, and it finally hits me how shaken I really am by all of this. Even the first time I had to face the Legion, I managed to stay relatively calm. I knew if I just followed my training, a solution would eventually present itself. But *this*? I haven't trained for this, and I have no idea if a solution is going to present itself. Hell, I just watched three people die in front of me because of *books*.

Thinking of that makes me want to slam my copy into the ground, but before I can, someone grabs my arm. "I'm so glad there can be two survivors," says the woman. "That means you and I don't have to fight each other. We're lucky! We can both survive!"

Not sure I'd call anything about this situation "lucky," but she smiles at me regardless. And not the weird half smile of someone losing their shit like I am, but a true smile you can tell comes straight from the heart.

"So relax," she continues. "Everyone else is on their own, but we're a pair. If we work through this together, our two heads will figure it out before anyone else."

She might be right. Having an ally you can communicate with could be a powerful weapon in a situation like this. "Okay, fair enough. Gotta tell you, though, I ain't exactly the brightest bulb in the lamp."

She chuckles before placing her hand on the cover of her book, but her expression turns serious as she examines its stack of sealed pages. "The woman before was angry. Also, she was moments away from being killed. The black hand has to be connected to one of those two factors."

Or maybe both, but let's set that aside for the moment. Still, having to be at the brink of death to use this thing seems like a pretty high hurdle. Maybe just being told to kill each other is enough to satisfy the requirement?

"So in that case, perhaps..."

She lifts her head, as if an idea has occurred to her, but the

excitement on her face dissipates immediately. And I never get the chance to ask what happened, because her body suddenly lunges forward as she reaches out for me.

I feel the impact in my back and immediately understand I'm being knocked away. Within my spinning field of vision, I see massive black lances piercing her body, and all sound disappears. She must have seen the incoming projectiles from over my shoulder and moved to shove me aside. Maybe it was payback for what I'd done for her three years earlier. Or maybe it was something else.

The book beside me lights up as I frantically scramble over to her. If I don't do something, she'll be sucked into that book and disappear forever—so I grab her hands tight and start yanking as hard as I can.

"Don't disappear! Don't you dare disappear on me!"

Her lips quiver. What is it? What is she trying to say? It's in her native tongue and I'm not bilingual like her, so I can't understand it. Hell, for that matter, I don't even know her name. We didn't think we'd live to see each other again, so neither of us had bothered with introductions.

Suddenly her weight slips from my arms. The hands I'd been clutching so tightly are gone, sliding through my fingers like water. All that remains is a book with a deep red cover reminiscent of blood. The face that appears on it doesn't look like hers at all.

The world fades. Goes white. I scream. I just...scream. Strange letters in a script I've never seen before appear in front of my eyes, blotting out my field of view. But I just keep screaming.

Abruptly, sound returns to the world. I hear shrieks, then moaning. Countless sharp black spears protrude from the floor. As my hazy vision sweeps the room, I see that everyone has been impaled simultaneously. The strange script still envelops my field of vision, making the whole spectacle feel somehow unreal, but when it finally clears, I see a single man standing at the end of the room. He beams with pride as he clutches his book in his hands, pleased with his apparent victory. I'm guessing the spears came from him, just like I'm guessing that strange script is the reason I'm alive right now.

I survived.

The thought brings me no joy. I have no impulse to grin victoriously like the man across from me. Which is not to say I have any particular desire to mourn the dead either. To be perfectly honest, none of it matters to me.

Suddenly, I see bright lights out of the corner of my eye. Two books have lit up—the one belonging to the man who is the ostensible victor of this whole affair, and the one given to me. The other man is screaming something, his voice thick with dismay. I can only imagine it's something along the lines of "Hey, we're the last two! We're supposed to get to leave here alive!" Thing is, while the voice had promised that two could survive, it didn't say anything about letting us leave.

Well, I'd figured as much. The higher-ups at our organization aren't good people. In fact, I already know they're lying when they claim Luciferase will protect us from white chlorination syndrome. All it does is delay the onset of symptoms—it doesn't actually stop anything. We'd all been deceived, and they were using us. They gave us medicine that couldn't protect us, then sent us into the heart of the contagion. The children the pied piper had led away were all going to get sick and die sooner or later—or else become monsters and get killed. And this?

This book thing? Probably just another one of their human experiments. Our fates were sealed the moment they gathered us here.

The man's screams finally stop, and I see a face rise up on the jet-black cover of his book. It doesn't resemble his face any more than the face on the red book resembles hers—or at least, I don't think it does. The reason I'm not sure is because I've already been sucked into a book myself. As to what color that one becomes, I won't be able to see it, but...

Ah. White. So I'm the white book: "Grimoire Weiss."

God, what a stupid name. It's all so ridiculous I can't help but laugh. So this is the beginning of some new farce? Now that we've been given new faces, what part are we meant to play? I don't know, so I just keep laughing.





# The Stone Flower ver.1.00

WRITTEN BY JUN EISHIMA  
CONCEPT BY cavia/YOKO TARO  
Translated by Casey Lee

*Humanity hopes as its sacrifice despairs.  
Crimson blooms in absent eyes.*

My afternoon dreams are always warm and bright.

I dream of holding my kitten. Playing tag on the lawn. I dream of Dad's piggyback rides, Mom's fresh-baked sweets, and greenhouse planters lined up in neat little rows. These dreams are nothing like the ones I experience in the dead of night or before the first rays of dawn. Whenever I sleep in the afternoon, I'm struck by how *strange* it all is. I see things I never remember in my waking moments, dream of things long since gone—and yet somehow, they're still so vivid.

Two years have passed since the days of which I now dream. Dad and Mom are gone—killed in an accident. The kitten might be alive, but it sure isn't a kitten anymore. And some other family is probably living in the house with the neat rows of planters. All I have left is Emil, the boy I played tag with on the lawn. He's my twin brother, and the only one who stayed with me for these ten long years.

"Are you awake, Halua?"

"Oh, Teacher..." I respond as her words take my attention. The warm memories have vanished, and I no longer have any idea what I've been dreaming about.

"Goodness, you're covered in sweat! Maybe it's time we swapped that comforter for a lighter summer blanket."

Teacher takes a handkerchief from her pocket and mops the perspiration from my brow and neck. Then she reaches over and gently shakes Emil, who is sleeping beside me. "Wake up, Emil. It's time for your special treat."

"What is it today?" I ask.

"Alphabet cookies and cocoa," she replies. Again? It's *always* either alphabet cookies, rice crackers, or sponge cake. But of course, this is an institution; there's no mother here to cook up some new surprise each day. It was stupid of me to ask in the first place. I mean, kids love snacks, so just call it a "special treat" and they'll be happy, right? The adults here think they know us so well, and I learned long ago to just sit back and play my role of the easily pleased child.

But unlike me, Emil still acts like a child. As always, he happily arranges the cookies on his plate and puzzles over which one to eat first. Finally, he selects one, pops it in his mouth, and chews happily. They aren't exactly a taste sensation, but the way Emil scarfs them down, you'd think they were every bit as delicious as the ones Mom used to make. This irritates me more

than usual for some reason, and I decide to hit him with some big-sister scolding.

"Don't play with your food, Emil."

"Aw, come on!"

"Also, you're spelling that word wrong. It has an *E* in it."

At this facility, all the classes are in Japanese instead of our native tongue. In fact, it's been over two years since we last had a lesson in the language of our birth, so it's no surprise Emil's spelling is beginning to suffer.

"Here, let me fix it," I say as move an E-shaped cookie from my plate to Emil's. His mouth curves into a wide smile as I do.

"You're a wonderful sister, Halua."

Teacher smiles at me from behind her mug. At snack time, she always sits and chats with us as she drinks her coffee. She also eats meals with us, reads us bedtime stories, and wakes us in the morning, just like a real mother. "You know," she says suddenly, "I was an only child, and I can't help but envy you two a little."

Really? Does she actually mean that? Every boring day in this institution is exactly the same, and we haven't so much as set foot outside for two years now. What could she possibly envy about a situation like that?

I mean, this place is just *strange*. I've always loved to read, so I know from stories that kids without families are supposed to go to orphanages—and I also know what orphanages are supposed to be like. They're big, school-like buildings that are so full of kids they have rows of beds in each room, and everyone eats together in noisy dining halls.

Now, the first building we were in actually *was* full of kids our age, and we *did* sleep six to a room and eat together in a big dining hall. It probably was an actual orphanage, even if the kids in our room were constantly disappearing and being replaced with new ones. But eventually Emil and I were moved to a different building and given private rooms. At the time, they told us it was because we spoke a different language, but looking back on it, that doesn't make much sense. I mean, we already knew some Japanese, and it's not like the classes here are in our native language anyway.

Oh, and the so-called classes? Also weird. They're not like the ones we used to have at school. We just sit in front of a machine and answer questions without any kind of lesson. Sometimes the classes are actually more like games than tests, as if we're doing all of this just for fun. We also don't ever see other kids here—just a bunch of grown-ups wearing the same white coats as Teacher. Honestly, the more I think about this place, the less sense it makes.

I leap to my feet, and Teacher looks at me quizzically. I circle around her and bury my face in her back.

"Mommy," I say.

I sense her confusion giving way to a smile. She turns around, taking her chair with her, and embraces me tightly. "What's gotten into you, sweetheart?" she asks as she strokes my hair. In that moment, she actually does remind of Mom, even if only a tiny bit.

"Hey, no fair!" cries Emil, who clearly wants in on the action. Teacher beckons him over with a chuckle and folds us both into her embrace.





*You're on our side, right, Teacher? You're not like all the other grown-ups. We can trust you. Right?*

I bury my face deeper into her well-ironed lab coat, which smells faintly of medicine. It's not how Mom used to smell at all, and I wonder if that's the reason I don't trust her completely.

Or maybe I just suspect that on some level, she isn't different from the other grown-ups at all.

"Do you love me, Teacher?" I ask.

"Of course, Halua. I love both you and Emil very much."

*Then be on our side. Never betray us. Protect us!*

As I rub my forehead against her lab coat, I silently repeat those words over and over in my mind until they disappear into a blur of endless sound.

After our evening temperature check and a single chapter of a bedtime story, another long, boring day comes to its uninspiring conclusion. Unlike me, Emil really seems to enjoy life here. He counts the clouds that float by the window, plunks random keys on the piano in the corner of our room, and scribbles the same pictures over and over on drawing paper. He has no concern this orphanage isn't like the ones from our storybooks, and no fear that something bad might happen. Instead, he's completely and beautifully innocent.

This is simultaneously a source of worry and a relief. While I want Emil to be happy, I sometimes panic about how vulnerable it makes him, which means the only choice is for me to remain vigilant for both of us. Ideally, I'd like to keep track of what "class" we take each day, what we eat and drink, who we talk to, and what we discuss. Then I'd like to write all that stuff down so I don't forget—but I can't, because I know they're watching us.

Here's how I know: One day, shortly after we arrived, I feigned an eye injury as a kind of experiment. Whenever I was alone in my room, I'd grimace in pain and rub at my left eye, but when I was with Emil or Teacher, I left it alone. The next day, my left eye was given a thorough examination, despite the fact I'd pretended it hurt only when there was no else in the room with me.

"Emil? You awake?"

He mutters something vague in a half-asleep state, so I reach out my hand to take his. When we were first transferred here, we were assigned to different rooms. I told them we couldn't sleep without each other, but they didn't believe me. Things only got better when I sobbed through the night, at which point they finally let us share a bed.

*Be careful, Emil. You can't trust the grown-ups.*

I can't speak this aloud, because someone is probably listening. But I think it as hard as I can while I squeeze Emil's hand, all the while wishing I had the ability to say it telepathically.

Today feels uneasy from the moment I wake up, and when Teacher says we'll be given a medical exam instead of our usual morning class, the unease turns to dread. Nothing good ever comes from an exam; kids in the other building disappeared after having them, and we got moved here right after ours. Is that what's happening now? Are Emil and I about to be torn away from Teacher?

"What's wrong, Halua? Are you not feeling well?"

Teacher is staring at me with a worried expression. She puts a hand on my forehead to check for a fever, and it feels so good I want to burst into tears.

"Teacher, I..."

I almost say I don't want to be sent anywhere or have anything done to me, but I can't bring myself to finish the sentence. There's still some small part of me that doesn't trust Teacher, even after calling her Mommy and letting her comfort me. I'm just not sure I can confide this to her.

The exam starts with a blood test, which isn't a big deal. It only hurts a little, and you can tell exactly what's coming. When they stick cold suction cups all over my body and hook me up to a machine, however, I start to lose it—and when they stuff me into a weird mechanical box, all I can think about is how much I want to yank everything off and run screaming from the building. Meanwhile, Emil just keeps smiling and humming to himself like he's having the time of his life.

Just when I don't think I can stand another second, the examination ends. Usually this is the point where we're sent back to our room, but once they get all the suction cups and wires off, they order me into the room next door without even letting me change out of my gown. To make things worse, I notice Emil is gone.

I stop moving because I don't like this at all, but a woman in a white coat opens the door and shoos me inside. She's mean about it too—not at all like Teacher—and before I know it, I'm standing in a large room with weird patterns on the floor and walls. A single chair lurks in the middle with a crowd of grown-ups gathered around it. One of them tells me to sit down, and before I can even respond, another one picks me up and lifts me onto it. It's metal and cold.

"I don't wish to alarm you," begins one of the adults, "but we detected a serious illness during your medical examination."

The voice is gentle, but I can't tell which adult is speaking. At some point during all this they put a blindfold on me, and when I try to remove it, I find they've restrained my arms and legs as well.

"We must perform a surgical extraction before it's too late."

That's a lie. There's nothing wrong with me. I'm not in any pain. I don't have a cough, or a fever, or a stomachache. I'm *fine*.

"Where's Emil?" I demand.

"We sent him back to your room to prevent the infection from spreading. He's fine, I promise. No need to worry."

Oh, but infecting him is the last thing I'm worried about. I need to get him out of here, and I need to do it now. I shout Emil's name at the top of my lungs, but I immediately feel despair—the fact none of them try to cover my mouth means my voice can't be heard outside this room.

I smell antiseptic. I feel a cold touch on my arm, then a painful prick. They've injected me with something. It's enough to make me stop screaming for a moment, at which point I start paying attention to what the grown-ups are saying.

"What is this, the sixth one? I'm getting tired of disposing of these test subjects."

"I'm confident we'll get it right this time."

"If we can just preserve a bit of sentience..."

*Wait, I'm the sixth? The sixth what? And what is it they're trying to preserve?*

"If she doesn't pan out, we still have the brother. As a sibling, he should prove a suitable substitute."

At that, the blood in my body goes from cold to freezing. They're going to kill us—they're going to kill Emil.

*Save us, Teacher. Save Emil!*



As I imagine this most empty of hopes, darkness comes up and swallows me whole.

I hear a voice saying my name. It isn't Mom, or Dad, or Emil, or Teacher, which means it has to be one of the other grown-ups. God, I'm so tired of these stupid classes. Still, at least they're better than the medical exams they...

Wait. Didn't I have a medical exam today? Right, and then I went back to my room and... No, I didn't go back. I couldn't go back! I *couldn't*!

My memories come flooding back, and I wake with a gasp. I'm still in the room with the weird patterns on the floor and walls, but there's something different about it now.

"Halua? Can you hear me?"

I turn to the source of the voice, but no one's there.

"Over here."

The voice is coming from a different direction now, but when I turn, there isn't anyone there either. Apparently I can hear their voices, not see them. The moment I realize this, I also notice what's changed about the room.

"Incredible! The procedure was a success!"

Ignoring the voices, I look down and see how far away the floor is. No wonder the room seems strange! My first thought is that I've been set on some tall object, but I quickly realize that isn't the case when my eyes land on a pair of skeletal feet that look like something out of an anatomy book. I see arms the color of withered wood, and a torso I can't make out because something is wrapped around it.

*What am I looking at?*

I reach out to remove the wrapping and immediately freeze, because the moment I do so, the arms move. They *move*. I slowly raise my hands, and the strange ones do the same. I open my palm and bend the fingers one by one, watching as the hand copies my every movement.

*No. Oh no. This can't be happening.*

The voice from nowhere is speaking again, saying things like "Experimental Weapon Number 6," and "hope for humanity," and other nonsense, but I ignore it. I then attempt to pull myself to my feet and realize I can't move, which is when everything finally hits home: the wrapping is encircling me, and this thing is my body.

*No! It can't be true! It CAN'T!*

I struggle wildly against my bonds, flailing arms and legs as hard as I can. I want to escape from this place—from this body. The voice from nowhere changes when I do that, taking on a more comforting tone, but I couldn't give less of a damn.

*Shut up! Shut up shut up SHUT UUUUP!*

I pound against the wall with all my strength, causing cracks to race across its surface. "Stop that!" the panicked voice orders, but I have no intention of obeying. I strike the wall again, and the pain and reverberation dispel any last doubts from my mind. This is my body. These monstrous arms and legs now belong to me.

I raise trembling hands to my face and probe it gently. I can tell instantly that what awaits me there isn't the face I'm used to—and in fact might not even be a face. All I know for sure is I'm no longer human.

*I can never see Emil again. If he looks at me, he'll run away screaming. He's always been such a scaredy-cat.*

The thought of Emil reminds me of the words I'd heard before the procedure, the ones about how "a sibling could prove a suitable substitute." The person in the white coat had also said I was the sixth one, and the voice a moment ago called me Experimental Weapon Number 6. All of which means they've done this to five other kids already, maybe even the ones who disappeared from the other building. In fact, I bet any kid they deem suitable for experimentation is separated out and transferred to a different building. But apparently, I'm special. I'm the first success. I'm going to be the prototype for all future experimental weapons, and since my twin brother is equally as suitable as I am, that means...

Emil's face flashes before my eyes—his guileless, obedient face. I realize then and there I have to save him, and the thought infuses me with wild, uninhibited power.

I tear free of my restraints and rise to my feet. I kick open the door in the corner of the room, but my body is too large to fit through a human-size opening, so I pound at the wall around it. Alarms blare. Metallic shutters begin sliding down the walls. When I instinctively reach out to stop them, some unseen force pushes my hands away. They must have some sort of special property that protects them, which reminds me that I'm a weapon now—a monster possessed of such power that it can smash through walls of solid rock.

No one would be so stupid as to create such a thing without taking precautions; wild animals must be kept chained and caged.

Suddenly, the room goes dark as they kill the lights. The alarms stop, leaving the room bathed in silence. Convinced I've been successfully contained, they canceled the red alert. I reach for the shutters again and see a burst of blue sparks as the repelling force surges through my entire body. But I won't give up. I will protect Emil no matter what. I won't let go!

As creaking sounds emanate from every part of my body, a sharp pain surges through me. The world goes white, and I feel something swell up and burst deep within my soul. But once it does, I'm suddenly light as a cloud. The repelling force is gone, leaving me able to move freely, and the world is no longer dark or blinding white, but instead perfectly normal.







Alarms start clamoring again. My senses return. The wall has crumbled. I lumber outside, but no one is waiting to stop me; likely they never imagined I'd make it out of the room. They may not have even expected I could tear off my bindings—I remember the panic in the speaker's voice as he commanded me to stop.

More shutters await at the entrance to the passageway, but compared with the last ones, they may as well have been made of paper. I send them flying with a kick and continue on my way. I have to destroy this facility and everything inside it. That's the only way to stop them from turning Emil into a monster. I have to erase everything related to the experimental weapon program.

A violent power wells up within me. When I release it, it manifests as blades that hack apart everything in my way. Glaring at a wall summons a ball of flame that burns it to ash. I can now simply wish for a thing to be destroyed in the most fascinating of ways and it happens. In losing myself, it seems I've gained an inhuman level of power—but who exactly did they intend for me to use it *against*? And did they think giving it to an obedient child would make that power theirs to command?

White-coated adults scramble through smoke and rubble seeking a means of escape, but I permit none to find it. I grab every one I see, squeezing them to pulp like a piece of overripe fruit. But where is Emil? And Teacher? Could she have led him to safety? No, she wouldn't have done that. Teacher knows what happens here; she's been raising us to be turned into monsters. She's just another grown-up performing the role of kindly caretaker to which she's been assigned.

A moment later, I turn a corner to find her standing before me in that familiar white coat, and suddenly I remember how badly I wanted to trust her. I remember how happy it made me to hear she loved me, and how much I enjoyed the sound of her voice as she read to us.

She opens her mouth. Closes it. Opens it again. It sounds like she's saying my name. It sounds like she's saying she's sorry.

But I do not accept.

It feels like I'm losing myself in my anger. Like I'm being pulled apart. Like something is trying to blot me out. I unload with everything I have, sending a brilliant white coat flying across the room to a new life as a red stain against the wall.

*Liar! I hate you!*

I cry. I scream. No sound emerges and no tears fall, but I continue all the same. At some point in my rampage, I see my face reflected in a piece of tempered glass. It's a sphere with red eyes, and every bit the monster I expect to see. Yet strangely, it

strikes me not as sad, but comical. This face is not the source of my sorrow, nor my tears.

*Run, Emil. Run somewhere far away, somewhere there are no grown-ups in white coats. Somewhere there's no Teacher. Run to a place where there isn't anyone at all.*

How much time has passed? In a way, it feels like it's been days since I woke in this body, but it also feels like mere seconds. The facility grounds are nothing but rubble as far as the eye can see. How much more will I need to destroy? How much until it's enough?

"Halua."

The voice is Emil's, and at first I think I must have imagined it; how could he possibly use such a name on a monster? But when I turn to look, it's unmistakably him. He's holding out his hand to me, a hint of sadness on his face. And forgetting who I've become, I run to him and begin sobbing, telling him that we need to run, that we need to find a place where the two of us can be safe.

Or at least, that's what I intend to do. But my legs don't move. Somehow, they've turned to stone. And not just my legs, but my entire body. It's all turning to stone. I realize I can free myself from this petrification if I want; it's not very powerful. But instead...

"Halua, I..."

Emil has been turned into a weapon just like me. His body may not have changed, but he's been given terrible eyes that can turn whatever he looks at to stone. I realize now I've failed to save him—failed at the one task I wanted more than anything. This causes the feeling to come surging back. Pull me apart. Blot me out. Is it anger? Sadness? I'm not sure.

"I'm really sorry."

*It's okay. It doesn't matter now.*

I smile, or at least I think I do—but my face has already been turned to stone, and I'm not sure if it's capable of smiling anyway. All that matters is the knowledge my existence as a person is about to end. I wonder what colors I'll dream in once I'm turned to stone.

"I'm sorry, Halua. But everyone says you're too powerful. They say it's too dangerous unless I seal you away."

*It hurts to see you like this, Emil. So please do it. Don't let it wear off. Don't ever let me wake up again.*

The last thing I hear is the sound of Emil calling my name, and then that too fades away as I give myself over to a cold and unforgiving slumber.



## Red and Black ver.1.22...

*A normal life comes at the cost of all.  
Shadowy hues are valiant, existing on the brink of madness.*



As Nier reached down to pluck an egg from the dew-soaked grass, birdsong echoed in the distance, signaling a pleasant day ahead. *Looks like this is the last one*, he thought. *Can't leave any behind when they lay only one a day.*

"That all of 'em?"

He turned to see the owner of the chickens coming up a nearby rise. Nier held out the basket to the other man, who took it from him and quickly tallied up the count. "Nice work, boy," the man said. "Oh, and the wife's fever broke, so I think she can go back to collecting eggs after today. Can't thank you enough for everything you've done for us."

"Happy to help," responded Nier.

"I got the payment you asked for, but are you sure don't want money or food or nothing?"

"No, a baby chick is fine. Yonah will love it."

"Well then, pick whichever one you want from the basket."

The man gestured to a gaggle of chicks born the day prior. Nier had no idea how to tell one from the other, so in the end he chose one that seemed especially energetic. As he went to grab it, the chick began running around the basket as if fearing the idea of being separated from its fellow hatchlings. But after a couple of stops and starts, he was finally able to cup his hands gently around the animal and head for home.

When Nier had gone to collect the eggs he had been the only villager stirring, but now things were beginning to buzz with the morning energy of merchants and shoppers. As he walked down the street exchanging greetings with various merchants, the owner of a grocery shop called out to him.

"Nier!" she cried. "Hey, hold up. I hear Popola asked you to pick medicinal herbs today, and I'm hoping I can pile on and get you to grab some mushrooms."

Though sudden, such a request was not abnormal. Wild beasts roamed the area outside the village—as well as other, darker things that lurked in the shadows—and people didn't like to stray far from the walls of the town unless the sun was at its zenith. And with only a few hours a day where that was the case, Nier was often the one they turned to for morning or evening adventures.

"Mushrooms? You got it."

"Oh, you are just a delight! When you get back, I'll give you a pumpkin. I just got a big one in that I know your Yonah will love!"

"Sounds great!" replied Nier as he dashed away. He quickly found himself approaching the little brick house where he lived with his sister, Yonah. It was all they had left of their parents, but along with the kindness of the villagers, it had been enough to keep them healthy and happy for some time now. After a second, he spied Yonah waving at him from a window and picked up his pace.

"You're back!" cried Yonah, who burst out from inside the

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Translated by Jasmine Bernhardt

house before Nier could even open the door. Her breath was ragged from having rushed down the stairs.

"I sure am. Also, didn't I tell you not to run around before and after bed?"

"Oh...right."

Yonah was a sickly girl who fell ill when the seasons changed, became feverish if she stayed up later than normal, and started coughing if she moved around too much. She also wasn't much of an eater, and had thrown up her dinners more times than Nier cared to remember.

"I'm sorry. Am I going to start coughing again?"

"You'll be fine so long as you eat your breakfast and behave. Now let's get inside before we both freeze to death in the wind."

As Nier pulled the door shut behind him, he turned to Yonah and smiled. "Oh, hey! I have a present for you."

As his sister squealed with delight, Nier brought his hands up to her ear. The peeps of the chick inside were quiet, but they proved enough to reveal the surprise.

"It's a chick!"

"Yep. Now hold out your hand." He gently placed the chick onto her palm, where it huddled and shivered in shock from the sudden flood of light.

"It's so warm and fluffy," whispered Yonah.

"Yeah, it's still pretty little, so we can keep it in the house until it grows."

"WE CAN?!"

"Sure we can. We used to do that all the time back when Mom was still alive."

Saying this caused Nier to think on the early days of his childhood, when it had been his job to feed the chickens that lived in the garden. Their mother was too busy managing the household to take care of animals, and their father was often away on business in some faraway land—the same place he died not long after Yonah was born.

Nier could barely recall his father's face, and the man's passing had had little effect on the family's daily routine. Their mother raised vegetables in the garden and sewed clothes for the villagers; so far as Nier knew, his mother's hands didn't stop working until the day she died five years ago.

Nier was ten and Yonah not even two when it happened. The evening had begun like any other, with their mother stirring a pot of stew in the kitchen. She turned to Nier and asked him to fetch some bowls from the shelf, then collapsed to the floor with a heavy thud. Unable to comprehend what was happening, he burst from the house and ran to Popola in the library, figuring the woman in charge of all those books would know what to do. But although respect for Popola's wisdom was a sentiment shared by all who lived in the village, she proved unable to help his mother, simply shaking her head when she finished examining the body.

Nier found it hard to accept this most sudden of changes. It had seemed less like life leaving a person and more like an object suddenly breaking. And yet, when he saw the look on Popola's face, he knew without a doubt that his mother was no more.

When Popola's older twin sister, Devola, helped put his mother's body in a casket, Nier felt nothing. When the villagers began preparing for the funeral, Nier felt nothing. It was as if his



mind had gone numb. He never even felt an urge to cry until a moment at the service when his eyes began to well up. The pit of his throat began to squeeze shut and his vision went blurry, but he pushed the emotions down because Yonah had started crying herself. Though she wasn't old enough to understand her mother's death, the fact her brother was ready to cry was enough to upset her. But when he smiled down at her, her tears immediately stopped—and once he wiped the wetness and snot from her face, she began to smile again.

*Both of our parents are gone now, he thought in that moment. Which means I'm the only one who can protect Yonah.*



Once they were done with breakfast—simple leftovers from the day before—Nier began preparing to leave again.

"Can I come with you?" Yonah asked. "I want to help."

The medicinal herbs he needed to collect were most common just outside the eastern gate at this time of year, and he'd taken his sister there before. But before he could answer, she was overcome by a series of short, staccato coughs.

Nier had heard worse, and he felt no fever when he put his hand on her forehead, but the answer was already clear.

"Sorry, Yonah, but no. We can't take the risk of you getting worse overnight."

She appeared dejected, but didn't push the issue as Nier looked on with concern. A fever had left her bedridden just a week prior, and while her temperature had gone down and her appetite was back, the lingering cough still concerned him.

"Look, you can go outside for a bit if you want, okay?" he said in an attempt to make amends. The moment the words escaped his lips, her energy came roaring back.

"Can I go on an errand?!"

"You can buy one onion and one carrot. All right?"

"Can I buy the smallest carrot?"

"What? No. Remember how Popola said carrots are good for you?"

"Fine, I'll eat my carrots. That should cure my fever and my cough, too, right?"

By way of an answer, Nier reached out and patted Yonah on the head before placing a single bronze coin in her hand. Considering he would be paid for the herbs that day, a single coin seemed a reasonable price to make his sister happy. But as she grabbed her shopping basket and dashed out of the house, thrilled to be leaving for the first time in a long while, Nier caught up to her and took her hand.

"I thought you were going to the eastern gate," she said.

"I'll go with you to the fountain."

The gentle slope from the house to the fountain made running a tempting option, but past that there were more people about, which made Yonah less likely to bolt. At times like this, he often wondered if he was being overprotective, but made his peace with the matter by reminding himself he didn't want to see his sister in pain.

"Nier, look! Something splashed! Is it a fish?"

As Yonah pointed to the canal with gleaming eyes, Nier readjusted his grip on her hand to ensure she was secure. "The fish in the canals don't jump. Some of the ones in the sea do, but these guys are pretty calm."

"I want to get some water," said Yonah after a second's pause.

"Nope. Sorry. Buckets get really heavy when they're filled with water, and I don't want you falling into the canal."

As said canal was a precious lifeline for the entire village, people could only fish in certain areas and children were not permitted to splash around. This was why the majority of the villagers—including Nier and Yonah—didn't know how to swim. If anyone ever fell in the water, there would be no one coming to save them.

"Aw, boo," said Yonah. "I wish I could help you more."

"Hey, you're going on an errand, remember?" Nier reassured her. "That means you are helping."

As Yonah nodded in delight, the soft plucking of strings came drifting on the wind. Soon they saw Devola playing her beloved instrument and singing softly as she sat next to the fountain. Nier couldn't imagine the village without her voice in the background—it would be like having the library without Popola.

Yonah let go of Nier's hand and ran to Devola, and this time he didn't stop her. She looked up to Devola and Popola like they were her mothers—or perhaps older sisters—and preventing that most innocent of meetings seemed unnecessarily cruel.

"Morning, Yonah!" said Devola as she reached out to pinch the younger girl's cheeks. "Is your fever gone?"

"Yep! And did you know I'm going on an erra—"

Before Yonah could finish, a dry cough exploded from her lungs. Devola looked up at Nier as he approached a few moments later, concern written across her face.

"Her fever went away three days ago, but the cough is still sticking around," he explained.

"Mm, I see. Well, at least it doesn't seem like a bad cough."

Devola was right. It wasn't the phlegmy cough Yonah often got with a throat ailment, nor was it the kind that left her wheezing whenever she inhaled. It was a dry, almost weak thing—but while his sister didn't seem too bothered by it, the fact she'd never had this particular sort of illness made Nier nervous.

"You should drop by and see Popola when you're done with your errands," Devola suggested. "Last night she made a cough suppressant for the lady that runs the weapon shop, and I bet she has some left over."

Yonah wrinkled her nose as she recalled Popola's bitter medicinal brews. Her dismayed expression caused Devola to laugh. "You know, I bet Popola would be happy to read to you if you drank the whole thing."

"Will she read me the book about the big tree?"

"You bet."

"Okay, then I'll go see her. I don't like it, but I'll take her icky medicine and then she has to read to me!"

"After your errands, yes?"

"Oh yeah!" cried Yonah. "I'll be right back!"

Devola grinned as the girl spun on a heel and took off for the shopping district, and Nier gave a polite nod before setting off on his own task. He retraced his steps to the house, climbed a steep hill, and soon found himself standing before the eastern gate, where the usual guard was stretching and trying to blink the sleepiness out of his eyes.

"Good morning," said Nier.

"Morning," replied the guard. "And hey, be careful out there today, all right? Word's going 'round that one of the guys spotted a Shade just outside town."



Shades were dark creatures that attacked people indiscriminately, and far more dangerous than any wild beast. The terror they inspired was the reason most people never wanted to leave the safety of the village walls.

"Nice day out, though," the guard added. "So they'll probably leave you be."

Sunlight damaged Shades, which meant they rarely showed themselves on warm, bright days. However, that made dim nooks and thick brush all the more dangerous during cloudy days or when the afternoon moved to evening. Yet because their weakness was to the sun specifically and not merely any light, even the brightest torch had no effect on them. No one knew why this was—and in fact, they all had far more questions than answers about Shades. Were they alive? What did they eat? How did they proliferate? Did they have any degree of intelligence? Even these most basic facts were a mystery to all.

Fortunately, Nier had never heard of Shades appearing near the eastern gate. Goats, on the other hand, did. Those grumpy critters were far more temperamental than the sheep on the plains, and a careless approach was likely to be met with both hooves and horns. So as Nier passed through the gate and began gathering his herbs, he made sure to give the grazing animals a wide berth. Someone once told him that people long, long ago used to keep domesticated goats and sheep, but he wasn't sure if that was true. He couldn't imagine raising such creatures like you would a pig or chicken. In fact, he had no idea how you'd keep them calm at all, unless it was through some kind of magic.

While thinking on the past, he remembered how someone once told him the night was pitch black in ages past. He could scarcely believe this, either, but if true, it meant there hadn't been any Shades back then—if the sky went dark after the sun vanished behind the horizon, they would have wiped out humanity in no time. A shudder ran down his spine as he imagined a world that ended in darkness every day, and marveled at how people once went about their lives free from the terror of Shades. He decided to stop his musing there, because there was no point in imagining what things were like long ago; it wouldn't make their lives easier, nor would it make Yonah healthier.

Once his bag was full of herbs and his basket overflowing with mushrooms, he looked down at the shadow at his feet. He was done earlier than expected, and there was still plenty of time before the weak gloam of evening arrived. If he went a bit farther, he could reach the tree that bore Yonah's favorite red fruit. But despite having the time, he decided to head back to the village anyway. For a reason he couldn't put his finger on, he just wanted to be with Yonah today.



"Yonah came and left not too long ago," Popola said with a smile as she took the bag of herbs from Nier. "You just missed her. Honestly, I wish I could have read her another book—but when letters come in, I have to read them. Duty calls and all that."

"It's all right, Popola. I'm sorry she was bothering you while you were working."

Popola's job included a wide array of things. While most of their responsibilities revolved around managing the library, she and Devola were also in charge of all matters concerning life and death in the village and surrounding area. They helped deliver every baby that was born and arranged funerals for every person who died. That, combined with Popola's seemingly endless supply

of general knowledge, made her a treasured resource. Whenever trouble visited a community, they dropped everything to send letters and messengers in search of her wisdom.

"Her cough is different this time, isn't it?" asked Popola in an almost offhand way.

Mixed emotions immediately rose up in Nier: anxiety that he'd been right about the oddness of her cough, as well as relief that Popola didn't seem too worried about it.

"I didn't give her a suppressant," she continued. "I thought it better to just keep an eye on her for now."

"I'll be sure she gets to bed early," replied Nier, his mind already whirling with plans. *I'll need to feed her soon, then make sure she has enough blankets. After that, I'll have to see she doesn't leave the house tomorrow, and also—*

"Enough," chuckled Popola. "I see your gears turning. You're going to end up sick yourself if you worry this much."

"But—"

"Seriously, stop. You're doing fine."

Hearing those words brought Nier genuine relief, and he was again struck by how the twins took such a personal interest in Yonah and himself. After leaving the library, he delivered the mushrooms and received a pumpkin in return before heading home. It was an especially sweet variety of pumpkin, and he planned to boil it for dinner, which was one of his sister's favorite meals.

As he approached the house and looked up at the second-floor window, he noticed it was empty. Yonah was always glued to the glass when it was time for him to come home, and seeing it bare caused a horrible feeling to form in his stomach. Screaming her name, he ran to the door and practically kicked it open, only to find her sitting on the floor with a confused look on her face and the baby chick in her hand. A wave of relief almost knocked him off his feet as he realized she hadn't been upstairs because she was caring for the hatchling.

"What's wrong?" she asked.

"Nothing," muttered Nier as he started to feel silly for picturing his sister collapsed on the floor in the midst of some coughing fit.

"Our little chick ate so much!" Yonah announced as she happily ran a finger over its head before gently placing it back in the basket. "Oh, and Popola said I don't have to take any medicine! She just wants me to stay warm, go to bed early, and..."

As usual, Yonah began rambling on about everything that happened that day, almost as if she wanted to reclaim the time they'd been forced to spend apart. Relieved, Nier let her talk as he set down his things and began preparing a fire in the kitchen. But a moment later, her monologue was interrupted by a dry cough—and in an unexpected turn, it didn't stop, but instead began to get worse.

"Easy, Yonah. You're talking too much. Try to stay quiet for a little bit, okay?"

Just as he was about to turn back to his business, he heard a quiet splat like she'd just coughed up her lunch. He whirled around, ready to run over and help, then froze. Yonah's hands were pressed to her mouth, and a thick black fluid was leaking through the fingers. A grim odor, clearly not vomit, filled the air, and it took him a moment to recognize the scent of blood.

"It...hurts..." moaned Yonah. She attempted to stand as tears filled her eyes, but another coughing fit kept her planted on the ground. Globes of dark red blood began to pour from her



hands and puddle on the floor, almost as if some creature inside her was attempting to burst out.

As he looked on, a thought forced its way into his mind—a thought of a disease so horrible, it was nicknamed “the Reaper.” The Black Scrawl.



“That should keep things calm for now.”

Popola’s eyes shifted to the door, silently urging Nier to leave the room. Devola, who had stayed by Yonah’s side until she finally fell asleep, nodded.

Nier didn’t remember exactly what happened after he thought about the Black Scrawl. He knew he ran out of the house with Yonah in his arms, he knew she cried about her back hurting, and he vaguely recalled running into Devola and having her send him back to the house. His first truly clear memory was cleaning up the blood on the floor with Devola, then Popola arriving with medicine. But even though they were the two people he trusted most in the world, their presence did nothing to stop his anxiety.

*When our father died, Mom was still around. And when Mom died, Yonah and I had each other. But what happens if Yonah dies?*

He was unable to think beyond that; it was as if his thoughts were being swallowed by a dark and bottomless abyss.

“Why Yonah?” Nier asked a little later when it was just him and Popola alone on the first floor. “Is it because I didn’t take good enough care of her? Was my food bad?”

“Of course not. You take very good care of her, and you feed her quite well.”

“Then is this...is this Mom’s...?”

His voice quivered and the question died in the air, but his mind was more than happy to finish it for him: *Is this Mom’s fault?*

The Black Scrawl had killed their mother without warning five years before, but it was a long time before Popola revealed this information. Their mother apparently didn’t think her children would understand, so she’d kept her symptoms hidden and continued to push herself without pause until the very end.

“This is no one’s fault,” Popola had said at the time. “While it’s true no one knows the cause of the Black Scrawl, it isn’t a genetic condition, nor is it contagious. There’s also no relationship between it and constitution or lifestyle, so it’s not unusual for perfectly healthy people to contract it.”

Nier suddenly stopped musing on the past and stared at Popola. “Did you know?” he asked. “Did you know Yonah had it?”

He suspected one of the sisters knew, especially since Devola was the one who told them to visit Popola when she heard Yonah’s cough. But then Popola opted not to give her a suppressant, saying they would keep an eye on her instead. So maybe she knew normal medicine wouldn’t help at all.

“I hoped I was wrong,” she replied in a whisper. “But Devola and I have seen so many cases of the Black Scrawl now that I...I just...”

“What’s going to happen to her?”

Nier couldn’t bring himself to ask the real question on his mind: *How long will she live?* He knew the Black Scrawl was fatal, and that no drug or treatment could cure it. The Black Scrawl scared *everyone*, which is why everyone knew a thing or two about it. After it claimed his mother, he found himself listening carefully whenever adults started talking about it.

“It’s different for everyone,” began Popola, “but the fevers, cough, and pain will last for a while. Some people complain about aching in their arms or legs, but since Yonah said her back is hurting, that means her pain is coming from her bones.”

Popola went on to explain how the pain would eventually spread through the entire body, rendering Yonah bedridden. Even lying motionless would not dull her agony, and each time she coughed up blood, the symptoms would grow worse. The description made Nier’s heart clench as he thought about how their mother had managed to bear such agony while still greeting them every day with a smile.

“Once you see black writing appear on the body, it means the end is close,” finished Popola sadly. “I’m sorry. I truly am.”

“There must be something we can do,” said Nier. He knew it was a stupid sentiment, but that was precisely why he felt the need to bring it up.

“We can manage the pain somewhat with medicine, but as for a cure...”

“Then let’s stop the pain. We’ll worry about the rest later.” He couldn’t stand the idea of his sister suffering, so if there was a way to take that away, he was more than happy to pursue it. But Popola quickly brought him back to earth with a small shake of the head.

“That medicine isn’t something we have on hand, nor is it a thing we can make by scavenging materials that grow around the village like we do with our cough and fever cures.”

*Which means it’s going to be expensive*, thought Nier. Since he was the one who gathered materials for the village, Popola usually gave him medication whenever he needed it. That clearly would not be the case this time.

“But still...it’s Yonah.”

Popola, looking woeful, cast her eyes downward and said nothing more.



*This is Yonah, and I’ll do anything for her.*

Nier’s sentiment as Yonah’s older brother was genuine, but reality was not so forgiving.

He was able to purchase the first order of painkillers by draining their savings. After their mother died, Nier found letters from their father along with a small pile of coins. He never touched the money, instead saving it for the day they absolutely needed it—which was likely the reason their mother hadn’t spent it either. Meager as they were, having emergency funds around proved reassuring—so much so that when Popola first told him the painkillers were expensive, he knew he would manage somehow.

When he finally got the first order, he was pleasantly surprised at how well they worked. They did nothing for Yonah’s low-grade fever or cough, but those had been light to begin with. In fact, the cough caused by the Black Scrawl wasn’t as bad as the one she got when the seasons changed, which often kept her up all night for days on end. So as long as the pain of the Black Scrawl was held at bay, the physical burden on her was practically absent.

But this was only a temporary reprieve; once they ran out of medication, the pain would return with teeth and talons bared. Sadly, sooner than he ever imagined possible, they had drained the last coin of their savings.



"Are you going out already?" asked Yonah as she sat up in bed and rubbed her eyes. Nier had done his best to get ready without making any noise, but she had sensed his movement anyway.

"I'm picking royal ferns today, so I need to leave early. Now go back to sleep."

"Are you going out to where the scary sheep are?" she demanded as her face clouded over. She knew royal ferns were abundant in the northern plains, along with Shades and the surprisingly terrifying wild sheep.

"I'm sorry," she continued. "This is all because I'm sick. That's why you have to—"

"Don't worry about me. No sheep could ever beat your big brother. Remember when I brought home that mutton?" He left out the fact he'd been with an adult from the village at the time, and that the sheep had already been weakened from a trap. "Besides, I'm only going to pick ferns today, but I promise to bring some mutton home soon."

This wasn't merely a lie to make her feel better—he truly was stronger and faster than he had been a year ago. In fact, if he had a real weapon, he could likely take down as many sheep as he wanted. Acquiring such a thing, however, was a challenge currently beyond his means.

"I'll be back later," he said with a smile. Yonah raised her hand to wave goodbye and wish him luck, but the gesture was stopped short by another cough.

Nier quickly made his way to the southern gate. Most of the villagers were still asleep at this hour, and the market street was nearly deserted. For a long while, the only sounds were the echo of his own footsteps, but then he made out the faint creak of the waterwheel and some clucking hens. He figured the chicken keeper's wife was probably out collecting eggs, and a moment later, his guess was rewarded by the sight of a familiar face by the gate.

"Good morning!" he called from several paces away, making sure not to accidentally crush any eggs hiding in the tall grass.

"Heya, Nier!" replied the chicken keeper's wife. "Another early morning for you?"

"Sure is. Speaking of, I was wondering if you had any work for me?" Nier needed as many jobs as he could handle in order to afford Yonah's medicine, so he'd made a habit of asking any passing villager if they could use a spare hand.

"Sorry, but we've got things sorted for now," said the woman in an apologetic tone. She and her husband never raised more chickens than they could handle between the two of them—not that the grasses and bugs in the area could support a great number of chickens anyway. If they got more, they'd have to go out of their way to buy feed, and they didn't have the money for that kind of expense.

"Actually, you know what? If you ever get a job that takes you to Seafont, pick up some seashells for me, okay?"

Seafont was a long way to go for a single errand, and not a place Nier was very fond of. While he'd only been there once, the experience had given him some very unpleasant memories.

"Why shells?" he asked in an attempt to hide his discomfort.

"I heard that feeding crushed shells to chickens helps 'em lay better eggs."

"Well, I'll be sure to pick some up if I get a job out that way, but it will probably be a little bit."

"Oh, sure, no rush. Just whenever you happen to be in the area."

Their chat complete, he continued down the empty market street to the northern gate, where he discovered one of the two guards on duty. As always, Nier asked if there was work available, but the guard only gave a troubled shake of the head.

"Sorry, no," he said. "But I'll ask anyone who passes through for you, so stop by on your way back."

"Thank you."

"Sure thing. Wouldn't expect too much, though."

The guard's warning was understandable, for while the villagers were all kindhearted, theirs was a particularly destitute hamlet. The scrap wheat and tiny river fish that served as chicken feed and bait in other towns were precious sources of food in the town. In addition to lacking food, most people didn't have the financial leeway to hire workers, which meant jobs were in incredibly short supply. Even the villagers who were comparatively better off had their hands full paying for basic tailoring and mending fees. If you didn't run a shop, work a farm, or guard a gate, your only option was to look elsewhere—which is what sent Nier's father far afield.

This meant the jobs Nier took were essentially charitable errands that could be completed in exchange for food or pocket change. While the villagers knew how hard it was to make money based on such tasks, they recognized a fifteen-year-old wasn't going to be hired on in a larger town. Nier was painfully aware of all of this, and desperate to grow up as fast as possible. Because at the rate things were going, he wouldn't have money to eat tomorrow, much less pay for medicine.

He spent half the day picking royal ferns before returning to the village. As predicted, the guard who asked passersby about work opportunities had come up empty. After thanking him, Nier decided to speak with Devola, who spent a good deal of time singing in the village tavern and chatting with folks who needed to blow off steam. She wasn't the voice of wisdom her sister was, but she was always willing to lend an ear and a shoulder—which made her keenly aware of who was looking for help at any given time. When Nier asked about work, however, Devola could only frown.

"Sorry, Nier, but I've got nothing. Oh, but I *did* just come across an old lady looking to buy a house! She said her son and daughter-in-law are coming home after being away for a while."

Nier blinked. "Devola, wait. Are you suggesting...?"

"It wouldn't be so bad! There are plenty of empty rooms in the library, so the two of you would always have a place to sleep."

Nier had never considered selling the house. While it was old and small and probably wouldn't command much of a price, it was still money that would free him from the worry of not being able to afford Yonah's medicine for a while.

"At least think about it?" Devola suggested.

Considering their savings were depleted, Nier knew the smart thing to do was nod in affirmation, sell the house, then ask Popola to let them stay at the library. But while he understood the logic, he still couldn't bring himself to agree. Yonah spent nearly all her time in their house because of how sickly she was, and it was special to her. It was also the only connection she still had to their late mother, seeing as they had sold her old clothes and personal effects to buy medicine. The house was all they had left to remind them of her, and he just couldn't bring himself to sell it.

"Yeah, I don't know if..." Unable to finish his sentence, Nier trailed off and hung his head.



"No, of course not," replied Devola. "That's fine. Don't worry about it."

Nier was happy he didn't need to explain himself at length, and pleased that Devola and Popola understood his family better than anyone. "I'm sorry. I know you brought it up because you were trying to help."

"No, I'm sorry! I had a feeling you were going to say no."

With no more work to do and nothing set for tomorrow, Nier felt his heart growing heavy. Sighing, he pushed open the weighty tavern doors and left. On his way home, he saw a young mother dragging a child behind her and berating him, which only brought his mood lower. He had a suspicion the local mothers forbade their children from playing by Nier's house lest they catch Yonah's Black Scrawl.

The villagers all knew the disease couldn't be passed from one person to another, so they treated Nier as they always had when Yonah was diagnosed—but that didn't mean they weren't scared. For while they were *told* the Black Scrawl wasn't contagious, everyone had more questions than answers. What if it could be passed on in rare instances? Why did it affect some people and not others? All the uncertainty surrounding the Black Scrawl served to muddle what few truths they had.

It was why their own mother chose to hide her condition—not only for the sake of her children, but out of fear she would stop receiving even the smallest of jobs. No matter how much the pain plagued her, she decided it was better than not being able to support her family.

Nier wondered how things would have turned out if the villagers had learned the true cause of her death. Would they have been as kind to him and Yonah? Would that kindness remain now that Yonah had the very same illness? And was a simple warning not to play by their house the worst of it, or was there more to come?

As Nier pondered such things, another thought suddenly occurred to him: *When was the last time I watered the garden?*

With all their money going to medicine, they had nothing to spare for food. He knew their yard had been a vegetable patch when their mother was alive, so he'd weeded it, dug up fresh earth, and scattered what few seeds he had—but how long ago had that been now?

*Please let there be time,* he prayed as he ran. When he reached their house, he vaulted over the crumbling wall that protected the patch, then fell to his knees when he saw how the few leaves that had managed to emerge on the sprouts had all withered and died. As his mind reeled, he remembered how obsessive his mother had been about watering the garden. Though she was happy to leave the chickens to Nier, she never let him near the garden, likely because she knew how hard it was to grow things in poor soil. But his day had begun early today, yesterday he had been running errands from morning to night, and the day before that had been the same. With all the work, the garden had simply slipped his mind.

Maybe it just wasn't possible for two children to live without support in a poor village like this. Maybe his only choice was to sell the house. After all, they had already sold off everything else they could.

*No. Not everything.*

That's right. He did have something else to sell—one last thing. As he considered this, he found himself unable to stand,

almost as if a terrible weight had settled on his back. He needed to get inside, feed Yonah, give her the medicine, and prepare for tomorrow. But though his list of tasks cried out for attention, his body simply would not obey.



"Where are you going today?" asked Yonah. She could tell he was going somewhere far away based on his clothing, and the nervousness in her voice was palpable.

"I've got an errand in Seafront," he said as Yonah clung to his coat suspiciously. "The chicken lady said her birds lay better eggs if she grinds shells into their feed, so she asked me to go get some. Honestly, I'm still not convinced chickens can eat shells."

It wasn't a lie—and secretly, he was glad he'd encountered the chicken lady the day before. Regardless, Yonah refused to let go of his coat.

"Is that all?"

"Huh? No, I've got other jobs! Seafront's too far away to run over there just for shells. You know the lady at the flower shop? She wanted me to buy her some tulip bulbs they only sell out there."

Now *that* was a lie—no one else had asked him for anything. He knew he was talking too much and too quickly, but he couldn't stop. He had a feeling that if he didn't pile lie upon lie, Yonah would see right through him.

"Oh, and then the man at the material shop asked for—"

"It sounds like you've got too many errands to come home tonight, huh?"

Nier felt a wave of relief when he saw her head drop. She hadn't seen through his lies—she was just sad. She'd probably remembered the last time she spent the night alone six months ago and felt uneasy. While he hated to make her stay alone, Seafront was a long way away—not to mention that the Southern Plains between there and here were home to a fearsome Shade, making midday the only safe time to travel. No matter how urgent his business, getting there and back in a day was simply not possible.

"You stayed by yourself once before, remember?" he reminded her. "You're a lot more grown up now than you were then. Besides, staying here and making sure everything runs smoothly is an important job."

She finally seemed to accept this and released her hold on his coat. He turned away from her uneasy expression, closed the door behind him, and began to run without looking back. He was afraid if he stopped he wouldn't be able to push himself any further, so he ran and he ran until his breath finally gave out. When he stopped, the village was already out of sight, so he slowed his pace and began measuring each breath.

He needed to conserve his energy in case he bumped into a Shade at some point in his journey. The only way to survive an encounter with one was to run as fast as you could the moment you saw it in the distance.

Soon he found himself on the outskirts of the Southern Plains, home of the massive Shade. Since he'd been here before, he knew just how much distance he needed to keep and exactly which places were safe to stop and rest. Despite that, he found himself much more nervous than he was last time.

Said time was a mere six months ago, when he got his first job sending him to Seafront. He was asked to deliver an urgent



letter to someone in the city, buy tulip bulbs, and pick up some natural rubber. He'd been a bundle of nerves at the prospect of leaving Yonah by herself, and when he saw the massive Shade in the distance, he started running across the plains as fast as his legs would carry him.

Upon reaching the city, he saw the ocean for the first time in his life. Though it was beautiful, the fishy odor that lay over the city proved too much for him. His hair and skin grew sticky as he walked around, making him feel disgusting. It was only after speaking to the woman at the flower shop that he learned the sea breeze caused this discomfort.

Once he had the bulbs and other materials, Nier ventured into a district full of large houses to deliver the letter. The streets weaved around like a maze while buildings blocked every sight line, making it hard get his bearings. When he finally managed to make the delivery, he realized he had no idea how to get back out again. And either due to the time of day or because residents simply didn't like going outside, there was no one to ask for directions. After a number of exhausting dead ends, he finally sat down by the gate of a large house.

"Whatcha doing there, kid?" came a man's sudden sharp voice from the direction of the house.

Thinking he was being scolded, Nier scuttled away from the gate in a panic. "Not from around here, are you?" continued the voice. "You lost?"

Relief coursed through him as he realized he could finally ask someone for directions, which is why his guard was lowered when the man stepped through the gate, and why he answered honestly when the owner of the voice asked if he was alone. A moment later, a wolfish grin flashed across the man's face. Nier stumbled back, but the man grabbed his arm—he was *so* strong—threw a hand over his mouth, and began dragging him into the house.

"You want some money? Huh, kid?"

The whisper in Nier's ear sent chills rocketing through his body. He used every ounce of strength to shake himself free, and as he ran away, he heard the man behind him laughing and laughing and laughing.

"Come back when you want money, kid!"

His desire to escape the voice was overwhelming, so he ran as fast and as far as he could. And once he reached the shoreline, he still kept running, because the voice seemed to follow him no matter how far away he was.

After he returned home, the echo of the man's laughter gradually faded from his mind. Nier had little cause to go to Seafront—incidental errands for the villagers if anything—and over the next six months the unpleasant incident was forgotten.

But now, as Seafront slowly came into view, Nier's steps grew heavy. *Maybe I'll get lost again*, he thought. *Maybe I won't be able to find the house*. But in a terrible twist of fate, the residence he was looking for sat right next to the town's main entrance.

He stopped to consider the home. It was nice—quite nice, actually—which meant the owner must be a man of some means. The moment that thought crossed his mind, the sickening laugh replayed in his head and his legs shook.

*You can't go back, you know. Once you step across the threshold...*

He realized he was looking for an excuse, any excuse, to turn back. *Just forget about everything*, he told himself. *We've had enough—you have had enough. You can't burden yourself like this anymore. But if I turn back now, what happens to Yonah?*

Yonah had been Nier's emotional support ever since their mother's passing. When he thought about what to feed her tomorrow, it gave him an excuse to ignore the distant, uncertain future. When he was busy caring for her, he could forget their mother wasn't around anymore. Though still a child himself, his younger sister gave him the strength to work hard and carry on.

"This is for Yonah," he murmured as he slowly pushed the gate wide.



Yonah remained in a state of remission in the weeks after Nier returned from Seafront. While she still had a cough, it was no longer accompanied by blood—and with her pain gone, her appetite came back. She even managed to feed their chicken outside and spend some time in the library. Yonah only expressed loneliness and unease when Nier made his trips to Seafront every few days, but she was all smiles the rest of the time.

It was good. Everything was good. Nier had brought Yonah's joy back, and now he was focused on keeping her safe. That was all he needed, even if it did feel like more and more of him broke off and blew away every time he got the money to buy her medicine.

Nier walked through his village as those thoughts swirled in his mind. This always happened when he came home from Seafront, and he wished more than anything that he could simply empty his mind like a sieve and sleep. But somewhere, somehow, the road back home had become much more painful than the journey there.

Dazed, he thought he heard someone call his name and turned around to find Devola, who he hadn't realized was at the fountain.

"Hey there," she said. "You okay? You sick?"

Nier shook his head. He wasn't sick—only very, very tired. "Just thinking," he said eventually.

Devola gave him her usual grin, but for some reason he found it utterly stifling. "Hey, if you say so. Oh, and I meant to tell you that I love how you're tying your hair up now!"

"Yeah, it was getting in the way," he said, leaving out the part about how he'd started wearing it like this since *that time*.

"So practical," said Devola as she reached out to pat him on the head. It was a simple act, one she'd done hundreds of times since they were little, and his rational mind understood this. But as her hand landed on his hair, memories of the previous night came flooding back and he smacked it away with all his strength.

He'd hated his hair ever since he started going to Seafront—and not just having it touched, but having it touch *him*. It was such a sickening sensation, and each time it happened, memories came flooding of the man grabbing his hair, as well as what came after. No matter how he tried to forget, the memories always returned, and with them came a pain that was etched into every crevice of his being. He'd considered shaving his head, but knew people would want to know why, and he couldn't come up with a good answer. Not to mention that every time it came up, the memories would rise with it. Eventually, he just decided to tie it up so it wouldn't touch him, which was the best solution he could come up with.

"Sorry," said Nier in a voice so hoarse and dry he hardly recognized it as his own. He knew he should say something, spout some explanation to ease Devola's suspicion, but nothing would come.



"Oh, that's my fault!" she replied, cheerfully oblivious. "You don't want me mussing up your new do, huh?"

She lifted her hand back to her instrument and prepared to play, but then stopped. "Oh, right. Popola was asking for you, so swing by before you go home... And, Nier?"

"Yeah?"

"Don't push yourself too hard, okay?"

Nier gave a vague smile. He appreciated Devola's concern about how exhausted he was, but he valued her ignorance even more. If she ever found out, she wouldn't be this considerate. Instead, she would begin to look at him with contempt, like he was an undesirable piece of filth.

When he found Popola, he wondered if she would ask after his health as well or remind him to take it easy. But instead, she simply said, "I have a job for you."

That breezy, almost casual statement felt like salvation; right now, he much preferred being treated with indifference over worry or sympathy.

"But it's extremely dangerous," continued a hesitant Popola. "I'm not even sure if I should be asking you to take it on, but..."

"What is it?"

"Killing Shades."

An image of the enormous black mass in the Southern Plains appeared in his mind. It was folly to think a single person could keep that thing contained, much less slay it—yet he agreed to the offer without hesitation.

"You won't be alone, of course," Popola said. "There should be three others joining you from other areas around here, which makes you the fourth."

She went on to explain that the job was to exterminate one of the Shade dens in the northern plains. Thankfully, the creatures involved were all small, so even amateurs had a good chance of coming back successful.

"The other hunters are adults, and I don't think these Shades are particularly strong, but..."

*But we're still fighting Shades,* thought Nier. He would have to be ready for a minor injury, or perhaps a major one. And of course, there was always the possibility he wouldn't come back at all, which was likely why Popola was so hesitant. Still, Nier knew exactly what he wanted.

"I'll go, Popola. The more Shades there are in the northern plains, the more danger for the village. Besides, I need money for Yonah's medicine."

*And the job keeps me away from Seafront.*

"In that case, you're hired. Oh, and I promise that the pay will more than match the risk."

When she told him how much he'd be earning, Nier almost couldn't believe his ears. How many times would he have to go to that man's house to earn the same amount? How many times would he have to endure humiliation?

"The risk is fine. I'll do it."

"Just please take care of yourself, all right?"

There was a dark cast to Popola's eyes as she said this. It wasn't sadness or pain, nor was it sympathy or compassion. But the moment Nier saw it, he realized that she *knew*—and likely Devola as well. They knew how he was getting money to pay for Yonah's medicine, and they knew the true cost of such actions. And once they found out, they arranged for a job with a salary that dwarfed his current earnings, despite knowing the dangers that came with it.

The moment he realized this, his face went hot with shame. Yet at the same time, he was thankful the two of them had continued to treat him as they always did. Why did he think they would scorn him? They would never do such a thing.

"Thank you, Popola," he said finally. But despite how much he meant it, the darkness never left her eyes.



Their village was small and rarely visited by outsiders, so when Nier saw two strange men standing by the northern gate, he knew they were his companions on the job. But the newcomers had clearly not been told they would be fighting with a young boy, and their brows furrowed as he walked up to them.

"Go home, son," said one. "This is no game."

"I know that, but—"

"I'm serious. Get lost. I don't wanna lose sleep because some boy gets torn apart in front of me."

Nier didn't want to lose this rare opportunity—he had to do something, *anything*, to be part of the operation. But just when he was about to defend himself, a familiar voice rang out behind him.

"What's all the fuss about, eh?"

Nier didn't even need to turn to know who was speaking—it was a voice he would have recognized anywhere.

"Well, well, well! Look who's here. I forgot you're from this village, kid."

It was the Seafront man, and if Nier had any questions as to what he was doing here, the blade hanging from his hip quickly dispelled them. He'd seen a myriad of different swords in the man's house; he spared no expense in his collection and often bragged about how each one held a trace of murder. Of course a monster like him would have equally monstrous hobbies.

The Seafront man already seemed acquainted with the other two. As they talked among themselves, Nier learned the trio often worked together on jobs like that—jobs where the Seafront man could put his collection to practical use.

"You know this boy?" asked one of the other men.

"Oh, we know each other *real* well," the Seafront man said with a leer. "Don't worry, he won't get in the way—he's got enough strength to push a grown man around, and fast little legs too."

He was clearly speaking of the moment they first met. Nier looked away, disturbed, which only amused the man further. He leaned in close, trying hard to keep his face in view, and said, "He's got a face like a girl, but he's fierce. And he's good at toughing things out."

Nier's arms and legs stiffened and refused to obey him. He couldn't even shake off the hand resting on his shoulder in an overly familiar fashion.

"I got a feeling he might end up being surprisingly useful. 'Course personally, I wanna see him shake and cry the moment the first Shade shows up."

"Well, if you say so," one of the other men said. "I guess we can bring him along."

The man Nier couldn't hate enough had now enabled him to keep his job. What could be more humiliating?

*This is for Yonah. This is all to keep her safe.*

He was repeating that mantra to himself and clenching his fists when he felt a sudden grip on the back of his head.





"What's with that look, kid?"

Grip was the wrong word—it wasn't tight enough for that. Yet it froze Nier in place all the same.

"I told you not to go tempting anyone else, remember?"

His voice was low enough that the others couldn't hear, his hot, sticky breath clinging to Nier's ear like poison. He felt new strength come into the fingers toying with his hair, and a moment later, it came loose and fell to his shoulders as the man danced away with a laugh. When Nier stooped down to pick up the fallen hair tie, he realized he couldn't stop his hands from shaking.



The Shade den had been spotted along the mountain range facing the plains. People had known for a long while about the cave at the end of the narrow, winding path, and it made sense Shades would live there, considering their hatred for sunlight.

By the time they pushed into the mountains, the tension in Nier's arms and shoulders was constant. This was his first time holding a sword since he went hunting with adults from his village—but while he'd wielded a dull blade suitable for taking down small animals that time, he now held an old, one-handed sword Popola found in the library storeroom. He didn't know how to look for traces of homicide on the blade, but the dark glint of the steel told him it had drawn blood more than once. Yet despite the weapon's ominous air, it felt perfectly comfortable in his hands, almost as if it had been waiting for him.

"The wind is oddly damp," said the man leading the way. The moment he did, Nier realized the air was indeed cool and heavy, much like how it felt before a rain. Yet when he looked up, the sky was a brilliant, cloudless blue.

"Let's get this business done and go home," the man continued. "Don't wanna get caught in some downpour."

With some way to go before the cave, the group's pace quickened. Even though there were no clouds in the sky, it wasn't unusual for the weather to change without warning. A few minutes later, the group realized the damp wind wasn't portend-

ing rain, but fog, and they soon found themselves unable to see the color of the sky anymore.

"Should we head back and try again later?" asked one.

"Fog won't matter once we reach the cave," said the other. "Let's just hurry up and... Oh damn! Shades!"

The group screeched to a halt as several black silhouettes emerged from the white mist. They whirled around to find several more approaching from the rear. They were surrounded, and by far more Shades than any of the men had expected to find. Suddenly it dawned on them: Shades thrived not just in caves, but in any area without sun. The foggy, narrow mountain paths were a perfect breeding ground for the creatures.

"These Shades weren't just living in a cave..." breathed the man in front. "This whole area belongs to them!"

"Look sharp! They're coming!"

As the dark silhouettes rushed at them, Nier swung his sword, letting the weight carry his momentum forward. The impact raced through the weapon and up to his hands, reminding him of what it was like when he killed a sheep. A moment later, warm blood splashed across him—blood with the same acrid scent as the liquid Yonah coughed up. It was Nier's first time seeing a Shade bleed, and it caused him to hesitate.

While Shades looked like shadows, they tore apart like flesh when attacked, and bled the same red blood as any living creature. The only difference was that they didn't leave a corpse behind upon death, instead vanishing into a dark mist with just a small puddle of red left to let the world know they had ever been there at all.

*What are these things?*

This wasn't the time for questions, so Nier quickly shoved the thought aside and focused. Though the Shades were indeed small and weak, they were great in number, and he soon found himself falling into a kind of trance where his only thoughts were swinging his sword and watching the blood fly. Yet no matter how many he killed, they continued to pour out of the mist. Things with heads. Hands. Feet. Upright gaits. In fact, the more he slaughtered, the more they came to resemble humans,



and he soon lost track of whether he was cutting down people or Shades. Were these members of his species? Was this sticky red liquid actually human blood?

When conscious thought finally returned, he found himself standing beside the Seafront man. So engrossed was he in testing his prized blade he didn't notice Nier. There was a faint smile on his face, and the blood that covered him head to foot made him look less a man than a monster.

Nier stared at him, wondering if he'd been wearing the same expression himself right until that moment. There was no question he had been killing Shades with a smile on his face—or that a secret piece of his heart had reveled in the slaughter. He even felt a bit of pride that he'd managed to take down so many of the creatures in succession. So who were the real monsters here? The Shades? Or them?

The mist grew even thicker as they continued their grim work.



Nier's mind was numb. His thoughts a jumble. He'd lost count of how many Shades he'd killed, but he knew that the area seemed to be cleaned out. Exhaling loudly, he turned and began heading back the way he'd come.

While he hadn't been seriously injured, he was covered in scrapes and bruises, and there was a dull pain radiating across most of his body. The blood on his arms and legs had dried, pulling his skin tight when he moved. He was also certain he smelled terrible, but couldn't confirm that as he'd long since grown accustomed to the odor. He wanted to wash himself off as soon as possible, but lacking the energy to run, he settled for walking as fast as he could.

As the mist finally melted away, he caught up to the men who'd tried to send him away back at the gates. One was dragging his leg behind him, and the other's left arm was twisted in an unnatural direction. Seeing them, Nier couldn't help but think how lucky he was to escape with the few injuries he had.

When the two men saw him approaching, their eyes widened in shock. "You're alive!" cried one. "I honestly never expected to see you again."

As Nier nodded in response, the man continued. "You were real impressive out there, you know that? Weren't in the way at all, and you practically had energy to spare. Our friend was right about you for sure."

Suddenly, the expression on the man's face clouded. "Wait, where is our buddy, anyway? Isn't he with you?"

This time, Nier shook his head, which caused the man to let out a grievous sigh. "I was afraid of that. We had no idea there'd be that many of 'em, so it's basically a small miracle any of us are alive—especially you, seeing as you're still so young. I imagine it was pretty rough out there for you, huh?"

"It was fine," said Nier. "I did it for my sister."

It was true. He did it for her, and he would continue to do anything for her. No matter how dangerous the job or dirty the act, he would keep doing what was necessary to keep her healthy and alive.

"Well, I'm just glad you're okay," said the man with the injured arm. He gave Nier a friendly slap on the back, then offered a shoulder to his friend as the three of them began the long journey home.

Nier remained silent as they walked through the mountain path and cut across the plains. They moved carefully, knowing none of them were in any shape to fight off even a single Shade, and grateful that luck had decided to bless them with a bright, sunny afternoon.

As he walked, Nier suddenly thought about the massive Shade he'd seen in the Southern Plains. It had hands and feet, and it had walked upright.

"I never knew Shades were so similar to people," he thought out loud.

He used to call the creatures "shadow monsters" when he was younger, since a shadow was exactly what it looked like when he saw his first real Shade. But not for a moment had he ever made a connection between them and actual people.

The two men tilted their heads in response to Nier's statement, so Nier elaborated. "I mean, you cut them and they bleed. Plus, the way it feels when you hit one..."

"Heh," said one of the men. "You might as well point out that goats and sheep bleed and all that when you cut 'em. Hacking apart Shades didn't feel particularly different."

The two men laughed at Nier's odd thought, then one continued talking. "Killing an actual person might feel different from doing it to Shades and sheep, but that's not something you can just test out."

"Well..."

Nier stopped to look down at the dried blood caked on his hands. The color gave no indication of whether the source was human or Shade. The Seafront man was dead, and he would never go to his house again.

"You okay there, son? Something hurt?"

The question snapped Nier back to reality. He looked up from his hands and shook his head. "Just thinking about how I need to get home."

He pictured Yonah at the second-floor window, waiting for him to return and greeting him with a smile like always. There was nothing else he needed to think about besides keeping her safe, which meant his life would be an easy one now.

He felt a great weight lift from his shoulders as he looked up at the sky. It was the same shade of blue it always had been, and as he watched, a single fluffy cloud drifted slowly.



# A Little Princess ver.1.00

*A heart shut from the world; a girl hidden away.  
Rules shared; friendship kindled.*

Fyra stared at the mask in her hands. It was a strange item, and while she wasn't quite sure what it was meant to symbolize, it held a definite warmth.

"You will live with this mask on from now on," said the man who escorted her to the city. "You must never take it off." He turned and walked away after saying this, not bothering to explain what meaning the item might hold.

Gingerly, she reached up and touched the right side of her face, feeling the pus-filled reddish-brown bumps. She had been burned when she was young—too young even to remember it happening—and it left her with striking scars on her face. She knew others found her skin horrific to look at, much less consider touching—but doing so brought Fyra a strange sort of comfort, perhaps because she felt a desire to accept it as part of herself.

Her parents, however, found the scars abhorrent. They were a proud couple, affluent cloth wholesalers who lived their lives using others and being treated with the respect their position deserved. The prospect of having those same people pity them—or worse, pay them undue attention because of their daughter—was a humiliation they were not prepared to face. Instead, they forbade her from going outside, claiming her appearance would hurt their business. And on the night before her eighth birthday, they compelled her to travel to a faraway city and take up a life of servitude, finally ridding themselves of their eyesore for good.

This was how eight-year-old Fyra found herself following an escort to a distant city across the desert. She doubted she would ever return to her home, but she was ready to do what she must to survive.

Fyra determinedly set the mask on her face. The inside was pleasantly dark, cool, and silent; the world she could see beyond the eyeholes narrow. The moment it was in place, she noticed a mask similar to her own approaching. She stepped backward despite herself, but the owner grabbed her arm, talking quickly and endlessly as they dragged her away. Their deep voice and impressive strength led Fyra to think it was an adult male, but of course, she could not see beneath his mask. Adding to the confusion, she did not recognize the language he was using.

"Um, excuse me? Wait, please."

The man heard her unwitting plea and froze. In the next moment, he began screaming at her while raising his hands and stamping his feet over and over. It was a vivid reminder of her father's own tempers, and how he often blamed her for moments when others dared to look down on him.

*He's going to hit me,* thought Fyra. Her body tensed, her arms shooting up in a sad attempt to protect her head. But instead of blows, what came next was the sound of a younger, dignified voice.

"Rule 32: Those without a lot number may not speak."

The voice was halting and accented, but came in a language Fyra was familiar with. As she looked around to find the source, she spied a child hopping toward them from atop one of the many staircases that formed the maze of a city.

WRITTEN BY SAWAKO NATORI  
CONCEPT BY cavia/YOKO TARO  
*Translated by Jasmine Bernhardt*

*We're the same age,* Fyra mused absently as the boy approached her and began speaking again. Her new companion also wore a mask; clearly living with one was a custom of the people.

"You weren't born here, right?" said the masked boy. "You don't have a lot number?"

"What's a lot...?" began Fyra before quickly remembering Rule 32 and shutting her mouth again.

"A lot number is a certificate that shows where in the city you were born—so if you're an outsider, you obviously don't have one. If you want to talk and sing and all that, you'll need to marry a resident and get one. The rules of our city are absolute, so you have to obey them if you want to live here."

*Outsiders can't talk? Then how in the world am I supposed to survive here?*

Fyra began to sweat, her agitation palpable behind her mask. But the boy just chuckled and leaned forward to whisper in her ear.

"Don't worry. I'll help you."

The boy turned to the man and said something in their language. The sound of the words and the gestures that accompanied it were so peculiar that Fyra couldn't even begin to guess what they were speaking about. In the midst of their conversation, the child removed his mask to show his face to the older man. It was a well-proportioned visage, with smooth, dark skin, a shapely nose, and straight hair that rustled easily in the wind.

*I had no idea boys could be so beautiful,* Fyra thought as she found herself unable to look away.

The boy turned and called her over in a friendly voice. Then he folded his arms, puffed out his chest, and looked up at the man, making some sort of declaration in their language. When the man gave a deep nod, the boy turned back to Fyra.

"He says you are here to serve," he began haltingly in Fyra's language. "He is your employer now. He'll give you fruit to sell, and you give the proceeds to him. You can sell fruit, right?"

As Fyra nodded her assent, the man handed over a large basket and told her to hold it tight. It seemed like she was going to be allowed to make some kind of living for herself in this city, and it was all thanks to the boy who stood up for her. Frustrated that she couldn't thank him in words, she instead faced him and bowed as deeply as she could manage.

Fyra was so preoccupied with survival, she barely noticed how quickly her first six months in the city flew by.

Charisma was life in the street-vending world, and Fyra's inability to speak proved a greater obstacle than she ever could have imagined. But she never gave up. What time she didn't use dealing with customers was spent memorizing the narrow staircases that wound throughout the city. There were days she was miserable. Days when she was buffeted by wind, sand, and rain. And worst of all, days when other vendors attempted to claim her territory with words, fists, and feet. Yet no matter how bad the situation—no matter how her face swelled or her joints ached—she always made sure the fruit in her basket remained unharmed before crawling out of bed the next morning to begin the process all over again.

With her work forcing her to adapt or perish, she soon found herself becoming proficient in the city's strange language. She



also made an effort to memorize as many of their rules as she could manage. It wasn't possible to learn them all, considering the astronomical number they had, but she kept a booklet of them on her at all times in the hopes of warding off trouble before it started.

Though there were times she failed to make any sales and went hungry for the night, she mostly enjoyed life in the city. At the very least, it was better than being shut up in her parents' home like some shameful secret. Rules bound this city, yes—but that meant *only* rules bound it. While she wasn't coddled because she was a child or a girl, there was also no discrimination on those fronts. Additionally, the masks kept everyone on a level playing field in terms of appearance. Fyra's heart had long been wounded by the careless glances and remarks she endured because of her burns, but now she found those hurts dissolving like the rivers of sand that flowed through the city.

From time to time she saw the boy who had helped her. Though her work took her all over the city, he seemed to be even more mobile himself. She was able to recognize him because he was always wearing his mask at a rakish tilt that exposed the true face beneath.

*Rule 2: Do not neglect your mask.*

This rule was the basis for the city's entire way of life, yet the boy casually broke it wherever he went. Whenever he approached Fyra as she lugged her heavy fruit up and down the city, he took the time to speak with her and offer kind nuggets of advice.

"Why are you always looking down? You should carry yourself proudly. Raise your head high! That'll make your fruit look tastier too."

"You keep a booklet of the rules? Ha ha! If you want my advice, just try to take things as they come."

Though the boy spoke Fyra's language in a halting fashion, he was delighted to switch to his native tongue once she understood enough of it for them to communicate—and Fyra found his brisk, clear speech suited to a boy so bright and fearless.

One night, after Fyra handed over the proceeds from the day's sales and received her own share, the grave voice of her employer stopped her cold: "You must sell every piece of fruit in your basket tomorrow. If you fail, I am through with you."

It was an impossible thing to ask; Fyra hadn't sold out of her wares once in the past six months. But she had no choice. She nodded at her employer, gritted her teeth, and prepared to do what she must to be useful and survive.

Before the sun had even kissed the horizon the following morning, Fyra set out. Each time she saw someone, she would rush to their side and follow them everywhere, desperately pointing at her basket the entire time. No matter how they tried to turn her down or escape her haranguing, she refused to leave them be. But such desperation only served to work against her, and by the time the sun sat high in the sky, her basket was as full as when she set out.

The harsh midday sun meant fewer people passing through the front-facing streets. As Fyra marched up and down the twisting stairways of the city searching for customers, she eventually made her way to the main plaza, only to find it abandoned. Sighing heavily, she turned to leave and caught her foot on a small gap in the paving. At her limit from worry and exhaustion, the misstep sent her crashing to the ground, causing her fruit to fly in all directions.

*I am done.*

It was not a question, nor a charged emotional reaction. Merely a fact. Fyra saw her own fate clearly and knew it could not be changed with willpower alone. So she simply lay where she fell, lacking the will to get up again. She lay there for some time until a cheerful voice interrupted her misery.

"Rule 227! Obstructing public pathways is forbidden!"

Before Fyra knew it, the boy was crouching at her side. She scrambled to sit up, noticing how his mask was sitting askew on his face as usual.

"Eh, but no one's coming this way, so you're probably good," he continued. "Still, if you're looking to take a nap, you really should pick a spot in the shade."

Fyra shook her head and got to her feet. As she picked up her fallen basket, the boy began energetically gathering the scattered fruit. When they were piled neatly in the basket once more, she looked at them and had to hold back tears; none of the dirty, bruised things were fit to eat, much less sell.

"What's wrong?" asked the boy. His eyes were perfectly clear, causing Fyra's heart to skip a beat.

*Nothing to do but tell the truth and get it over with,* she thought. She began explaining her situation with hand and body gestures, figuring it would take some time, but the boy picked up on her plight right away.

"Oh, is *that* all?" he said in a jovial tone. "Well, no need to worry about it. I'll take everything you have!"

Fyra felt rage build inside her at the idea he might joke about so serious a thing. Forcing her anger down, she took out her booklet of rules, opened to a page, and thrust it into his face.

*Rule 429: Buying a vendor's entire stock is forbidden.*

"You are *such* a stickler for the rules!" laughed the boy. "Look, rules are made to be broken. I mean, you'd rather survive and break them than obey and die, right?"

It was such an outrageous suggestion that Fyra's anger was instantly replaced with bewilderment, which caused the boy to laugh out loud.

"Okay, okay. I see your stickler-ness is going to be a problem, so here's the deal. I'll mark one of two sticks, then choose one of them with that part hidden. If I pick the one I marked, I take the fruit and give you some money. That way, it's just an exchange of goods based on the rules of a game and not me actually, you know, *buying* them. Sound fair?"

When he noticed how she still hesitated, the boy puffed out his chest in pride. "It'll be fine. I never lose a bet. Trust me."

In the end, things went exactly as he predicted. He pulled the marked stick, cradled all of her fruit in his arms, then pulled out a heap of coins and poured them into Fyra's hands.

"This should be enough," he said, stopping her as she hurriedly attempted to hand him change. "Let's play again sometime, okay?"

Fyra watched him walk off, then knelt down to pick up the sticks from the ground. With his mind on the fruit, he must have dropped them. Both sticks were marked as the winner.





When Fyra returned with her empty basket, her employer was visibly surprised. But when she told him the truth of what occurred, his surprise grew to shock, which he punctuated with a deep and troubled sigh.

"The prince's whims certainly can trouble a man," he said, which caused Fyra to tilt her head in confusion.

"You mean you didn't know? Yeah, that boy you occasionally run into is none other than Facade's own prince. He sometimes gets bored and sneaks out of the palace to wander the city. He's a handful for all of us, what with his rule-breaking and how he keeps roping people into his little games. Still, despite all the trouble he puts us through, it's hard to hate the kid."

There was an unusually kind glint in her employer's eye as he spoke, and after a bit, he finally confessed he and the prince had made a wager concerning Fyra.

"We made a wager to see what kind of vendor a little outsider like you could become. If you sold a whole basket of fruit after six months, I won. And if you didn't, the prince won and you got banished from the city—or at least that's how it was supposed to go. Thing is, the prince always brags about how he never loses, so I don't understand why he went and threw the bet."

The final musings of her employer had not yet reached Fyra's ears before she tossed her basket on the ground, spun on her heel, and dashed away.

*Let's play again sometime, okay?*

The prince's words whirled around and around in her mind. For six miserable months, she had clung to survival like a drowning woman holds fast to a raft, yet it had all been a game to him. She had been nothing but a plaything.

Wind howled in her face as she ran. Blowing sand stung her eyes. Tears made endless furrows down her cheeks. Oh, but she was angry! Angry, but also ashamed and sorrowful that she had permitted herself to bask in his kindness for even a moment.

When Fyra arrived at the royal palace, she cast rules to the wind and began screaming as loud as she could. Guards immediately rushed over and tackled her to the ground, at which point she saw a familiar set of long, slender legs approaching.

"Let her go. She is my guest."

Though she recognized his voice, it contained a gravity that had not been there previously—a reminder that the owner was, indeed, royalty. With her face still pressed to the ground, Fyra's shoulders began to shake. The entire situation was so absurd, it made her want to laugh and cry at the same time. This response seemed to confuse the prince, who quickly sent the guards away before extending a hand and helping Fyra to her feet.

"So. It seems you finally found me out."

He spoke with a shrug of shoulders and a complete lack of remorse for his actions. This enraged Fyra even more, and before she knew it, she had torn her mask from her face and locked on to his eyes. If she was going to protest his actions, she would do so with her true face—and her true self.

"What's wrong?" asked the prince in a panicked tone when he saw the tears streaming down her face.

The words that came out of her mouth in response—the first she had spoken in half a year—were not in the language of her hometown, but her adopted city.

"I walk with my head down because I used to hide this face from other people," she began. "And my booklet of rules? It kept me going and gave me a way to survive in this unfamiliar city. To you, I may just be a way to keep boredom at bay for a few days

but this is my *life*. It's a hard one, and often miserable, but it's the only one I have—and you're wrong to think you can play with people's lives just because you're some prince! Now apologize to me, and then never speak to me again!"

Once Fyra had said her piece, she could feel the tension leave her body, only to be replaced by a feeling of utter dread.

*Oh no. What have I done? I shouted at the prince! I broke so many rules! Oh, but I am a stupid girl. I thought I could survive this place even if it ruined me, but now I'll clearly have to leave before the day is out.*

Fyra dropped her head and prepared herself for what punishment was to come, but instead, she heard three most unexpected words: "I'm so sorry!"

She slowly lifted her eyes and stared in disbelief as the prince standing before her lowered his head.

"You're right. I proposed the wager to your employer because I thought it would be a delightful game—but after watching you for a bit, I cast that notion aside. It was so *beautiful* seeing you live and thrive, and I did what I did today because I wanted to save you. If you were to leave this city now, I...I do not know if I could stand it."

Though the prince had been staring at his own feet as he spoke, he finally raised his eyes to Fyra and said, "Please believe this much: I helped you not for amusement or charity, but for friendship."

*Friendship!*

Unsure how to take his words, Fyra unconsciously reached up and touched her scars. This didn't seem to bother the prince at all; he kept his eyes on her the entire time as if her appearance was the most normal thing in the world.

"So, um, will you be my friend?" he asked finally. The desperation in his voice was so amusing Fyra let out a small chuckle. Upon hearing it, the prince's expression immediately brightened.

"That's a yes, right?"

By way of response, Fyra pulled out her booklet of rules and opened it to show him *Rule 12,030: A citizen cannot sever a relationship sought by the royal family.*

"Yeah, but you can break the rules. I mean, if you want."

His pouting voice was so cute Fyra found herself smiling. He had just broken another rule for her sake. *Rule 89: No member of royalty may apologize to a commoner.* Yet as the prince had acknowledged an outsider like herself, she decided to trust him one more time—and not as a subject, but a friend.

Sensing Fyra had forgiven him, the prince leaned forward with a smile on his face. "Great! So what kind of game do you want to play? Oh wait! I know! Starting tomorrow, you bring fruit to the palace every day. If it's a kind I like, you win and I'll pay double. If it's a kind I don't like, you lose and have to dance to a song of my choice."

As soon as the proposal was out, he realized Fyra was glaring at him. "So, um, maybe no games, then?" he finished awkwardly.

*What am I going to do with this prince?* thought Fyra. She had been prepared to exist in a world of solitude, and knew she would find a way to enjoy even a life spent alone. Yet living alongside friends could bring a different kind of joy—and if such friends were willing to see her for who she truly was, perhaps the colors of her days might change for the better.

*That is a wager I am willing to accept.*

Pleased, Fyra raised her head high and agreed to play.



# Mountain of the Damned ver.1.00

WRITTEN BY JUN EISHIMA  
CONCEPT BY cavia/YOKO TARO  
Translated by Casey Lee

*Are humans doomed to struggle?  
Or do struggles make us human?*

## 1

When our mother left that night, she said the same thing she always did: "I'll be back late. Don't wait up."

As I watched her disappear out the door, a sturdy bag slung across her back, I said the same thing I always did: "Be careful."

A long time ago, the Junk Heap was a military base. After the people who were stationed there abandoned the place, the only things left were machines and robots filled with precious metals—metals our mother started collecting to sell at the shop.

"Hey, Mom?" began Gideon. I knew my little brother wanted to tell her to hurry home, but we weren't supposed to say things like that, so I looked at him and shook my head before placing my hands on his slumping shoulders. Despite my holding him back, I could tell he still had half a mind to go racing after her, and I soon began to feel uneasy. Even though this was the same pattern we repeated day after day, I felt a sudden urge to do something different.

"Mom?" I called out suddenly. Gideon looked up at me in shock, but our mother didn't even turn around. Would she have stopped if I had asked her to wait? Would she have stopped if I'd yelled?

But I didn't do either of those things, and then she was gone.

## 2

The first day after our mother left, Gideon asked me the same question over and over again: "When's Mom going to be back?"

"I'm sure it'll be soon," I told him. I understood his concern. Our mother always came back in the afternoon of the following day—and always in a terrible mood—but this was the first time she hadn't returned home before nightfall.

"You said that same thing earlier, and she's still not here."

"Did I?"

"You're such a liar!" screamed Gideon as he burst into tears. I'd kept myself busy preparing our meals and tidying up the shop, but Gideon was still too young to help with that sort of thing. He must have been bored out of his mind, which gave him plenty of time to fret.

"She just went farther into the Heap than usual."

"Let's go meet her!"

"Absolutely not!"

My voice was louder than I meant it to be, and it made Gideon flinch in surprise. "Remember what Mom said?" I continued in a softer tone. "The Junk Heap is dangerous, so we mustn't ever follow her. We promised her we wouldn't, and only bad boys break their promises."

I don't know if Gideon agreed with that or not, but when he started crying again, he did so quietly. He believed that when Mom yelled at us or hit us it was because we were bad; he was just too young to know anything else.

"C'mere," I said. "I'll read to you. Whatever you want."

Between tears, he pointed to his favorite picture book, and we sat down to read.

## 3

The second day after our mother left, I slipped out of bed in the middle of the night—taking care not to wake Gideon—and entered her room. It still smelled of her, probably from the last time she stood in front of the mirror doing her makeup. It's a thick, cloying scent I've never liked.

Her bed looked as it always did, but I had an ominous feeling about her dresser and vanity. When I pulled open the drawers, I saw that her best clothes were missing, as well as her travel bag. Suddenly it made sense why the sack she had slung over her shoulder as she left looked different: her travel bag was inside.

The vanity had also been emptied. All the pretty bottles were missing, along with the can that contained her face powder. All that was left was a curling iron and an old hairbrush she never used anymore.

That's when I remembered the customer who'd come to our shop the day before our mother left: a man from a distant town. She had whispered to him for a really long time, then told me and Gideon to go play outside. I don't know what they talked about, but when he finally left, she seemed to be in an unusually good mood. It was like her mind had already gone to live in that same distant town, and she'd forgotten we existed. Really, she'd been like that for a long time. She didn't care about us—we were just things in the way.

The sound of her mirror shattering snapped me back to my senses; I'd thrown her hairbrush at it without realizing. I was worried the noise had woken Gideon, but the room next door remained quiet. Sighing in relief, I set about picking up the broken shards of glass.

## 4

The third day after our mother left, Gideon alternated between sobbing and throwing tantrums. I finally made him a crude toy out of some leftover materials I found in the shop, which seemed to calm him down.

Not to brag, but I'm pretty good with my hands. Even as a kid, I used to work with materials our mother found in the Heap: scraping off rust, polishing them, banging out dents. Eventually, my skills were good enough that I could start strengthening weapons. Our mother always hated dirtying herself with that kind of work, so I taught myself to do it by playing with our father's old tools.

As I tidied up the workshop, it hit me how few raw materials we had left to sell. Whenever we ran low on stock, our mother would gather more from the Junk Heap. But of course, now she was...

At some point, I realized the issue of our mother's failure to return had faded from the forefront of my mind. The materials were a far greater concern, because without them, we had nothing to sell and no way to make a living. We had a few days of food left, but looking beyond that filled with me a deep sense of dread.



How were we going to get by? How would we feed ourselves a month from now? Six months? Longer?

"Aren't you going to open the shop, Jakob?" asked Gideon quietly. The concern in his voice was palpable; I must have had a stern look on my face. I'd promised our mother to always keep the shop open when she was away. Many of our customers didn't come here strictly to purchase things. Instead, they were peddlers like us who traded food and other household essentials for materials. But now...

"Shop's going to stay closed for a while," I replied.

"Why?"

"Because we don't have any stock."

"Oh. Well, when Mom gets back—"

"Everything is fine!" I announced loudly. Gideon flinched, and I didn't blame him—my voice surprised even me.

"Look, your big brother's got things under control, okay?" I said, giving him a gentle pat on the back. I had to keep cool. I couldn't get angry for no reason. Whenever our mother was in one of her moods, I always got flustered over my powerlessness, and I didn't ever want him to feel that.

"You don't have to worry about a thing."

My words put a smile on Gideon's face. I marveled at how easy it was to hold in my worry and fear and just be kind when our mother could never be bothered to do even that much for us.

"Hey," I continued, "how about I tweak that toy I gave you earlier, see if I can't make it go a little faster?"

A smile bloomed across Gideon's face, and I could tell he'd already forgotten about the shop and our mother. Such an effort would have been far too much for *her*, but I'd become pretty good at it. So even though our mother never did a damn thing for us—and even if she really was gone for good—I knew I'd still be able to keep Gideon smiling, which made me happy.

## 5

On the fourth day after our mother left, Gideon disappeared. I noticed he seemed unusually restless during breakfast, and after I finished clearing the dishes and started cleaning the shop, I realized he wasn't playing in the corner like usual. He also wasn't in our room, our mother's room, or the kitchen. I searched every corner of the house: the bureau, the closet, under the bed, and any other place I could think of. Nothing.

Eventually I went outside, but he wasn't in front of the shop or near the bridge to the plains. At that point, I finally started to consider the unpleasant possibility that he'd gone to the Junk Heap. As I stood there, I remembered how many times he'd told me he wanted to go look for Mommy yesterday. I refused him permission, but he might have decided to go anyway.

I ran, then. I ran as fast as I could. The Heap was forbidden, the one place he must never go. Things happened there, you see—things he must never experience.

Once, when Gideon was little and I was a child myself, I disobeyed Mom and went inside the Junk Heap. Gideon just wouldn't stop crying, and it made me want to cry, too, so I decided to go after her. I heard her voice a short way past the entrance, and was so relieved I started running after it. But my feet froze an instant later when I heard a man's voice, along with heavy breathing and low laughter. And when I finally convinced my legs to move again, I witnessed something I never should have seen.

I don't remember what happened after that, but I know I

never went after her again. In fact, I never so much as set foot in the entrance to the Heap. So if Gideon had gone into that forbidden ground, I had to bring him back—and fast. I rushed through the narrow passages and scrambled up rusty ladders in a blind panic until I finally heard him call my name, and the emotion that welled up in that moment was more fury than relief.

"Look how much stuff I found!" he cried, as he ran toward me with a happy smile on his face. I realized then he'd gone into the Junk Heap in search of materials because we couldn't open the shop without them. He probably thought I'd praise him for it, just as I'd polished all those materials in the hopes our mother would praise me, but the words that came out of my mouth were anything but proud.

"I told you to never come in here!" I cried as I smacked the materials out of his hand. Dented metal boards flew everywhere, echoing as they clattered to the ground. The pride on Gideon's face disappeared without a trace, and his eyes immediately filled with tears.

"I'm sorry, Jakob..."

I knew I'd done something awful to my little brother. I couldn't stand to see the look of sorrow on his face, so I turned around and started back, listening all the while to the sound of little footsteps shuffling in the dust behind me.

## 6

On the fifth day after our mother left, Gideon wouldn't stop moaning about her. He behaved himself for a bit when we first returned from the Heap, but he's not the sort of kid to suddenly change his ways just because I got a little upset.

*When will Mommy be home?*

*Let's go look for Mommy!*

*Mommy, Mommy, Mommy, Mommy...*

It's not like our mother was even *nice* to him. It was always me who played with him, me who read to him. Sure, she cooked, but even I could do that. When he needed comforting or wanted to be tucked in? All me—which was why I couldn't understand why he missed her so much. I mean, I knew I would have more responsibilities with her gone, but it wasn't going to change anything in *his* life. I found myself growing more and more irritated as the day wore on, mostly because I couldn't afford to take my eyes off him for even a second.

"I wanna go outside!" he said at one point. "I wanna go to the Junk Heap!"

"No. I told you how dangerous that place is."

"Nuh-uh! It wasn't dangerous when I went there!"

"That's because you got lucky," I snapped. "You were lucky none of them found you."

"None of who?"

"The killer robots," I replied. There were still functioning machines and robots in the Heap, and they were said to be extremely dangerous. "Dad was murdered by one of them. They smashed him to pieces and ripped his arms and legs off."

That part about our father was a lie—I actually had no idea how he died—but I said it anyway. I didn't feel great about lying to Gideon, but if he wasn't scared, he'd keep going back there. So I continued my tale, spinning a dramatic story about how our father was attacked by a huge, violent robot. Gideon trembled at the details and cried at the end, and as guilty as it made me feel, there was also a sense of relief. If fear kept him safe, then fear is what I would use.



"You don't need to worry," I added as he sobbed. "I won't let anything happen to you."

He ran to me then, clinging tight as tears rolled down his face. As I held him close, I thought it was the greatest feeling in the world.

## 7

On the sixth day after our mother left, I woke up before Gideon and nailed the back door of the house shut before doing the same to anything that could pass for a window. That way, I'd only need to keep my eye on the entrance. While I'd managed to put the fear of robots into my brother, I knew I hadn't stifled his curiosity about the Junk Heap or his childlike desire to play outside. So even with my watching him around the clock, he'd eventually try to make a break for it—and if that happened, I wouldn't be able to protect him.

*Stay where I can see you, Gideon, I pleaded to myself. When you woke up crying from nightmares, I stayed with you until you fell asleep. When our mother got angry, I covered your ears so you couldn't hear the cursing. When she wanted to punish us, I took your share of it. So please just stay safe!*

Because I had never had anyone to protect me, I wanted to safeguard him all the more. So that afternoon, I blocked the Junk Heap entrance with a heavy crate I knew Gideon couldn't move, then locked the chain-link door that leads to the bridge. That bridge ran between our shop and the plains, and was the only way for customers to reach us. By sealing the door, I could keep Gideon shut up here forever—the one place I knew he would be safe.

Of course, if customers couldn't come, we wouldn't be able to get food or other supplies, and we were running low on everything already. I didn't mind skipping a meal now and then, but I couldn't allow Gideon to go hungry. I thought about going down beneath the bridge and catching fish from the river, but I didn't have the first clue how that worked. I then considered making traps to catch the rats around our shop. It didn't seem like it'd be too hard, but would that really work for food? Finally, I decided that if worse came to worst, I'd cut off one of my own limbs and feed it to him. Thankfully, the need for that solution was still a little ways off yet.

I searched every last crevice of the kitchen and came up empty. If only our mother had left us more food! But of course, if she'd thought to do that, she wouldn't have been the sort of person to abandon us in the first place. All that mattered to her was makeup, fancy clothes, and the man who used to visit. Nothing else meant anything at all.

That was enough thinking about our mother; I needed to focus on what to do next. Food was important, of course, but so was keeping Gideon placated. If only he were more docile, less obsessed with our mother, and less interested in the Junk Heap. Why couldn't he have been one of those sickly kids who never got out of bed? Then he'd just read books and play with toys, and I'd have a lot less to worry about.

If only Gideon weren't able to leave the house. If only he were incapable of moving without my help. If only...

That night, I quietly opened the door to our room and found Gideon sound asleep. He moved around a lot when he slept, and the blanket was now halfway off the bed. Tucking him back in was another one of my jobs, one I did several times a night and now needed to do again.

As I stood there, I again considered how much easier it would be to protect him if he couldn't walk. My hand trembled slightly at the thought, the knife it held heavy as a stone.

*It's not like there's anywhere he needs to go, right?*

There was no reason for him to walk. If he wanted to visit another part of the house, I'd happily carry him. I looked down at his slim, naked legs. He didn't need those—in fact, he'd be better off *without* them. Because if Gideon couldn't walk, I could be his good big brother forever.

*Get it done quickly, before he wakes. Grit your teeth, get the knife in there, and do it.*

Would he cry? Probably. But if so, I'd just cradle him in my arms. Read his favorite picture book. Make another toy.

*I promised to protect you and I will. I'd give my life to protect you. Right here, in this house, I'll protect you forever. Forever until I die. And in exchange, you just have to give me this one little thing. Just give me that much.*

But as I raised the knife...

"Ja...kob..."

My hand froze. He was talking in his sleep, a smile spread across his lips like he was having some wonderful dream. It was as happy as I'd ever seen him, and I realized that joy was what I'd wanted to protect—what I was *supposed* to protect.

The strength ebbed out of my hand as if something had unraveled within me. What was it I'd come to do? Why was I even in standing here? In a panic, I fled the room and ran outside. I'd meant to put the knife back, but it was still in my hand, so I ran to the chain-link door and hurled it with all my might, sending it soaring past the bridge and down to the plains below.

When this was done, I unlocked the door and moved the crate back so the Junk Heap was accessible again. Then, exhausted, I dragged myself back to our room, straightened Gideon's blanket, and fell into a dark and dreamless sleep.

## 8

On the seventh day after our mother left, we ran out of food. We also had nothing to sell, but I decided to open the shop anyway, figuring we had to make a living somehow. I was thinking about melting down our pots and pans for scrap when I heard the creak of the chain-link door, followed by a pair of voices. It seemed we had not one customer, but two.

*Did he just call someone "Weiss"? That's an unusual name. And who is the other customer?*

"Jakob! I'm huuuungry!"

"I know, hold on. I think there might be something left in this cupboard..."

As I searched for something to give him, a terrible thought struck me: What if I killed these two and took their money? Most of our customers carried cash and valuables on them, after all. But as quickly as the idea came, it passed. How could I hope to kill them when there were two of them and one of me, especially when I was still a child? Besides, even though most of our customers were disreputable sorts, those two might be decent. Finally, whoever they were, they'd be our first customers since our mother left and the shop became mine, and I figured I should treasure their business even if I didn't have anything to sell.

When the door to the shop finally opened, I called out a welcome and greeted them with my brightest smile.



# The Witch's Banquet ver.1.00

WRITTEN BY SAWAKO NATORI  
CONCEPT BY cavia/YOKO TARO  
Translated by Casey Loe

*Fear and revile the Shade-claimed husk.  
Extol and revere the fusion of contrary forces.*

I first heard the rumors about her at a cliffside village I visited near the end of my journey.

As this village was separated from the sun by a thick layer of white mist, Shades menaced it regularly. The people there lived in homes shaped like water tanks, nestled among the cliffs like eggs laid by a cowardly insect. As with other areas I'd visited, I gathered the most promising young residents and preached to them of equality. At the end of my sermon, I thanked the young people for their courage in facing the terror of the Shades on a daily basis.

At that point, a young man named Dimo arose and curled his lips into a crooked sneer. "Guess you haven't heard it isn't Shades we hate. Our village is cursed by a far more vile creature: a person possessed *by* a Shade."

The young people broke out in a series of gasps and shudders. Perplexed, I stared at Dimo, which only caused his sardonic smile to widen. "Are you also prepared to treat that thing with *equality*, O Great and Benevolent Sage?"

As someone blessed with both beauty and unusually deep insight, I had grown used to being regarded with certain preconceived notions, and knew well the equality I preached was hard for those lacking in education and refinement to accept. Alas, in

their ignorance, the unenlightened had already sought to disparage and mock me several times on my journey. These actions never failed to bring a smile to my face; I felt no hatred toward people for their naive beliefs, nor did I feel fear. My capacity to forgive such poor souls was infinite, and that included Dimo.

"I have heard," I began, "that to have a Shade inhabit one's flesh is a torment akin to glimpsing death itself. And while I have never met a person in such a state, it brings tears to my eyes to imagine their suffering. This is why I struggle to understand how you could dismiss this poor soul as a 'vile creature.'"

As I finished, I looked out and saw only the blank and empty gazes of the villagers staring back at me.

Having found the two words at the root of the discrimination eating away at this village to be "Shade possession," I went from house to house trying to gather what information I could about the unfortunate young woman. Some mouths clamped shut the moment I broached this most taboo of subjects, but others were happy to share gossip and disdain in equal measure. The stories they told suggested she had become possessed the moment her grandmother—her sole living relative—died. Driven mad by grief and loneliness, she made fellowship with a Shade, granting the entire left side of her body inhuman form. She was now said to indiscriminately kill humans and Shades alike, feasting upon the flesh of her victims. And on days where she refrained





from murder, she sought out men for...other purposes. Such stories, clearly a mishmash of falsehood and truth, only deepened the interest and empathy I held for the girl, and my heart stirred anew with a desire to save her from the prejudices of her fellow villagers.

When I mentioned wanting to speak with the girl, the villagers eyed me like some manner of shady swindler. Undeterred, I asked Dimo to take me to her, offering a substantial reward for his troubles.

"Willing to pay for a ticket to the freak show, eh?" Dimo sneered when I finished my request. "Figured you were too high-and-mighty for sick shit like that."

Ah, but I was far beyond being affected by such sarcasm. Instead, I was filled with exaltation at the chance to save this sad, pathetic young woman.

Dimo and I finally emerged in a small clearing. Though the fog was so thick I could not see the houses lining the cliff walls back in the village, I could make out one of the tanks lying on its side. Its walls were red with rust, the floor and ceiling peppered with various cracks and holes.

"That's where the freak lives," said Dimo. The house seemed so woefully vulnerable I didn't believe him at first, but I made my way to what passed for the entrance and called out to the owner. Receiving no response, I was ready to turn back when I noticed a lovely floral decoration, as well as a colorful drawing. Heartened, I turned to Dimo and called him over.

"Behold," I said. "This creature still possesses a soul capable of appreciating beauty. She is a human being, no different from you or I."

Just then, heavy footsteps rang out from within the mist, and the air around me turned stifling and heavy. "Look out!" cried Dimo as the blood ran from his face. "The Shades are—"

Before he could finish his sentence, there was a swoosh of wind. A geyser of blood shot from his shoulder, covering me head to foot in crimson mist. Moments later, a Shade burst from a thicket of trees, its body seemingly wrapped in golden bandages. Had I not already been in shock from having been drenched in Dimo's blood, I surely would have screamed at the grotesqueness of its form.

In a heartbeat, it was joined by a number of companions, and I soon found myself surrounded. With each step the Shades took, their footfalls splatted sickeningly upon the earth. The mist yellowed as they drew closer, the pungent stench of rotting viscera assaulting my senses. With what little wits remained to me, I wondered if I would be torn apart by the Shades or suffocate on their fouled air first. But then, out of the corner of my eye, I saw a glimmering light. This was followed by something whizzing through the air, then sounds I can only liken to the tearing apart of soft meat.

The slaughter was over in an instant. In the time it took me to rub my eyes, the Shades had been shredded, their lingering screams vanishing in the breeze as their remains thudded to the ground. Straining my eyes, I perceived a young woman swinging two huge swords amid the carnage. She was clad in a garment so provocatively thin it barely covered her ample breasts and buttocks, as well as a grin so wide I thought it might split her face ear to ear.

"Back to hell where you belong, shitsacks!" she cried in a voice cold as a winter's wind. "I'm gonna tear out your spines and use 'em to fuck your skulls!"

She continued in this vein for a while, spouting words so vulgar that it would physically pain me to repeat them. Her eyes burned red, while a thick coating of Shade blood gave her skin an eerie pallor. Could this be the "pitiful" Shade-possessed human I had come to see? Momentarily forgetting the grave danger to my own life, I stared, transfixed, at the woman who had so thoroughly defied my expectations.

The Shades passed on to the next world having been chopped so fine they dissolved into dust. As the mist returned to its original white hue, my ears finally registered Dimo's pained moans, and I quickly rushed to his side.

"You saw it, right?" he spit. "You saw how disgusting it is. It's a Shade that kills other Shades and *enjoys* it! It gets off on killing its own friends! Only a matter of time before it starts turning those swords on human beings, so you better get on that high horse of yours and ride the hell out of here."

Despite his wound, Dimo managed to struggle to his feet, seemingly determined to take his own advice. "Stop," I told him. "Do you not understand that woman just saved your life? She killed those Shades to protect you, so enough of your discrimination! That young woman is a good and righteous human being!"

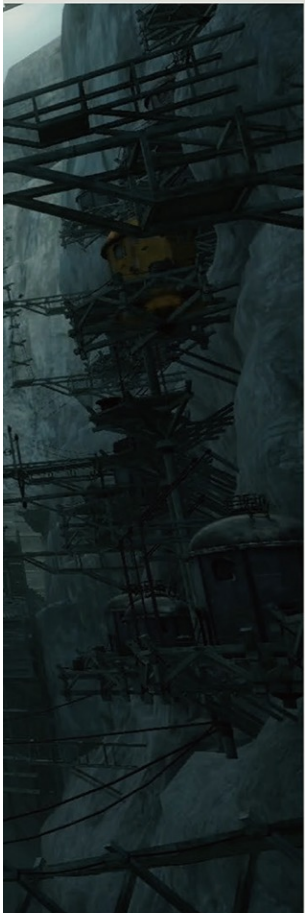
Dimo gave me a peculiar look. The usual animosity and snideness faded from his gaze, replaced by a deep, hollow emptiness. "Can you seriously not see the difference between a human and *that*? None of this is discrimination! It's just being able to tell one thing from the other."

With that, he wobbled away, moving across the glade with surprising speed considering the severity of his wound. Once he was away, I gathered myself and approached the young woman, who was close enough to have heard our conversation, yet said nothing.

"Are you hurt?" I asked. She neither answered me nor met my gaze, but I noticed a stripe of blood running down her inner thigh and tore a strip from my scarf to stanch the wound. It was far from sterile, spattered as it was with Dimo's blood, but it would be better than nothing. I told her I was going to bandage her, and she simply stood there, making no indication she was opposed. I wrapped the strip around her leg. I could feel her body stiffen each time my hand brushed against the flesh of her thigh—a reaction that was not merely human, but positively maidenly—and found myself unable to suppress a smile.

"Might you be willing to speak with me about a few matters?" I asked when I finished. "I believe I may prove a welcome ally to you."

When she didn't respond, I took the liberty of following her into her hovel. Rather forward of me, I know, but as I was dealing with a young woman unaccustomed to forging human relationships, I had suspected a measure of presumption on my part would prove necessary. After gingerly taking a seat on her







rainwater-rotted floor, I launched into my usual sermon about the importance of acknowledging the equality of all mankind. The words were largely unchanged from the usual presentation I'd given at so many other stops on my journey, but in the presence of one as persecuted as she, I felt I was delivering them with unusual fervor.

So absorbed was I in my preaching that I barely noticed the light of day dwindling away. When I finally finished, I looked up to find her sound asleep, her back turned to me. *What courage she must possess, I thought, to sleep so soundly in her ramshackle home after being set upon by Shades!* As my own eyelids grew thick and heavy with sleep, I wondered idly if the bleeding at her thigh had stopped.

I shivered awake as a blast of cold air stabbed my skin. I had no idea how long I'd been asleep, but the hour of night remained dark and quiet. My companion was nowhere to be seen, and when I discovered a trail of blood on the floor leading outside, I burst out the door in pursuit.

It was hard to make out much through the heavy white mist, but as I pushed forward, I began to perceive the shape of a person in a clump of brush ahead. It was only when I opened my mouth to call out to her that I realized I had not yet learned her name. As I pondered this, the misty silence of night was abruptly shattered by a pained, raspy grunt I immediately recognized as belonging to the young woman. As I listened, the grunt quickly turned to a series of low, fervent moans.

Had her wound reopened? Or had she been enduring pains far deeper than she had let on? Unable to restrain myself, I ran

immediately to her side. "Are you well?" I cried. "Give me your wound and I shall redress your..."

As the mist parted and her full, naked body snapped into view, my voice caught in my throat. She was indeed half-Shade; the entire left side of her body pulsed with an almost indescribable blackness. Strange lumps swelled and throbbed within the dark flesh, giving that side of her the appearance of a different creature entirely.

Knowing she could surely see me, I desperately tried to pretend all was well, silently chanting the words "all mankind is one" as I forced my mouth into a smile. But she quickly looked down, and as my gaze fell with hers, my eyes were immediately drawn to the thing clutched in her left Shade hand. It took me a moment to understand what I was seeing, but when realization finally dawned, goose bumps erupted across my body.

The thing in her hand, swollen and stiff, was a phallus—*her* phallus. Numerous blood veins were visible, undulating along the dark shaft. In addition to a Shade, it seemed this young woman's body possessed male genitalia as well.

Staring at me through the mist, she uttered the first words she'd ever spoken to me. "Night after I kill a bunch of Shades, I just can't help myself."

Her eyes narrowed and her thin lips parted slightly. Then, with eyes still fixed squarely upon me, she began vigorously jerking her left hand. Her breathing grew ragged, her eyes losing focus and rolling upward.

"Stop that!" I cried, averting my eyes and drawing back before she could finish. "Stay away from me! You're disgusting!"

I nearly tripped in my haste to escape the depraved moans that seemed to pursue me. Her voice was high and loud—somewhere between laughing and crying—and hearing it made me terrified. Terrified. Absolutely terrified. And disgusted. Revolted! I hated her. Hated, hated, *hated!* So disgusting. Revolting! I couldn't understand—didn't *want* to understand. I was simply disgusted and scared.

Awful, ugly emotions were gushing out from within me, emotions I thought I'd long since purged myself of. When I came to, I was crying so hard my throat had gone hoarse, and I instantly threw up everything that remained in my stomach.

That is all I have to say about the woman.

But putrid emotions continue to pour forth from within me as if some screw upon my soul was knocked loose during the night I spent in her presence, and I continue to feel hatred for her. Hatred. Fear. Revulsion. Hatred. And fear. So much fear.

Oh, but do not misunderstand! This is not discrimination! It is merely being able to tell one thing from the other. That was not a human being, but a monster possessed of a form so vile it disgusts me to think upon it. It was not one of us.

Surely it is only right and natural for humans to shun such monsters and wish them dead. Am I wrong? Can you honestly tell me I'm wrong? Can you? I'm not wrong, am I? I'm not a horrible person, right? I'm not the one's who's despicable, right? I'm a righteous person. Am I wrong? Am I wrong? I couldn't possibly be wrong, could I?



# The Little Mermaid ver.1.00

WRITTEN BY HANA KIKUCHI  
CONCEPT BY cavia/YOKO TARO  
Translated by Casey Loe

*Rich light sets flowers to blaze in color.  
Do these deepest of wails reach the gods?*

## 1

The postman trudged across a beach shrouded in morning mist, his breath white against its slate-gray expanse. At one point, he stopped to hike his large bag higher up on his shoulder with a soft grunt.

"This isn't going to help my leg injury, that's for sure," he said before suddenly falling silent. His eyes traced the contours of a giant shadow in the fog ahead. At first, he thought he was staring at the cliff walls, but he was standing at the water's edge, and the cliffs were behind him. Whatever was in front of him was something else—something massive.

The postman closed his eyes and braced for a Shade attack; many villagers had gone missing lately, and the rumor mill placed their disappearances squarely on those vile creatures. But when none came, he opened his eyes and realized the black shadow wasn't moving. And even if it had been, no Shade was that large. It simply wasn't possible.

Stepping closer, the object revealed itself to be a massive ship. Its mast lay broken, and deep gashes marred the hull. A neat line of cannons along the bow made it clear it was a warship, or had been at one time.

*Must have hit a storm and washed up here, the postman thought. But for a ship this size to run aground...*

An ominous creaking slowly echoed from within the dark vessel, a sound no less terrifying for not being made by a Shade. As the postman examined the wreckage, he thought he caught a glimpse of movement through a gap in the hull and braced himself once again, silently cursing his previous sunny optimism.

Remembering the old lessons, he slowly began to back away from the ship. Running wasn't an option, nor was showing his back; he must maintain eye contact at all times. He actually had serious doubts these rules would save him from anything, but followed them all the same whenever he suspected a Shade was afoot.

*Not like you can run with your leg in this condition anyway,* he thought grimly as he took another slow step back. But just then, he heard a strange noise that sounded like a human cough. He stopped to listen and heard it again—more clearly this time—and realized it was not merely human, but a child.

It took the postman a moment to decide on a course of action, and a full minute before he could convince his feet to start moving. Yet though his resolve was slow in coming and his fear great, he simply could not bring himself to abandon a child.

The cracks and breaks on the ship's hull spoke volumes about the ferocity of the storm it must have encountered. Walking across its length, he finally spotted a gash on the port side large enough for him to pass through. He took a deep breath, then another, and finally stepped inside. Though the interior was dark, there was just enough light seeping in from various cracks and portholes for him to stumble his way around. Seawater dripped from the deck above, while the scent of the ocean lingered in the air.

After a moment, the cough echoed out again. Following it as best he could, he walked down the corridor, opening doors and glancing at the various bric-a-brac cluttering the rooms as he searched for the voice.

*There—that door at the far end of the corridor. That's where the cough is coming from.*

The postman crossed the distance and peeked inside. He saw limbs so thin they looked ready to snap, and clothing that was little more than rags. And there, in the middle of it all, two quivering black eyes stared back at him.

The eyes of a little girl.





## 2

"Must it be so laborious to get one decent shred of information?" grumbled Weiss as he fluttered above the table. To the side, Nier spooned more seafood into his mouth, making only the faintest of effort to feign interest. Weiss was never hesitant about launching into random tirades, but with no reason to eat, he tended to get especially loquacious at mealtime. Long accustomed to the routine, Nier had mastered the art of making vague replies while eating.

"I say, are you listening to me?!"

"Mm."

"How much longer must we tarry in this infernal place?!"

"Eh."

"And how exactly do you intend to locate this Shade?"

"We'll figure it out."

It had been three days since the pair had first learned about a string of disappearances in Seafront. They'd begun their investigation convinced Shades had infiltrated the city, but failed to find a single piece of evidence supporting the theory. With nowhere else to turn, they now found themselves half-heartedly entertaining wild theories from the villagers about "mermaid attacks." But though they were tempted to throw up their hands and move on, people were disappearing, and that was something they couldn't ignore.

As Nier signaled the barkeep for two more bowls of noodles, Weiss exploded. "You cannot possibly intend to keep shoveling food into your endlessly gaping maw!" he cried, only quieting down when Nier explained the orders were for Kainé and Emil, who were waiting outside.

He actually *could* have eaten another bowl; the fish in Seafront was fresh off the boat, and every meal was fantastic. Having been trained by Yonah's kitchen "skills" to endure anything, Nier was never particular about his meals—but once he got a taste of Seafront cooking, he always wanted more. The only problem was that good food got him thinking about how much Yonah would enjoy it, which never failed to darken his mood.

As they waited for the order, Weiss took the opportunity to continue his lecture from where he'd left off, and promptly began haranguing his companion about the world's various inadequacies.

## 3

"Good morning. Are you here?"

The postman opened the door at the end of the corridor, lightly shifting the humid, salty air. A moment later, the little girl peeked out from under a half-broken table. The postman withdrew the loaf of bread from his bag, then hesitated; if he gave it to her, he'd have nothing to eat that day.

*But if you don't, she won't have anything either.*

With the choice clear in his mind, he set the bread on the table and raised his palms in a "go ahead" motion. He still hadn't figured out why the girl responded to everything with head tilts instead of speech, but by the second day, he was managing to communicate through various gestures. Still, no matter how hard he tried, the girl couldn't or wouldn't repeat any of the words he said back to him. More than once, he'd wondered how she'd managed to get along in the world up to this point.

The girl's gaze flashed back and forth between the postman and the bread before she grabbed it and tore off a greedy hunk.

The rest of the loaf vanished down her gullet in moments, at which point her eyes returned to the postman.

"Yeah, sorry," he said. "We've got a serious food shortage in the city right now, so I can't bring much more than that." He scratched his head and managed a thin, pained smile, but the girl just continued to stare at him. Eventually she raised her nose in the air and started sniffing. When her gaze fell to his pocket, he reached inside and produced a handful of stale crumbs.

"What, these? They're just old bread crumbs I was going to give to the seagulls, but—"

Before he could say more, the girl began eating the crumbs off his open hand so quickly she started to choke. Despite her trouble, she kept shoving them in her mouth, causing the postman to pat her on the back in an attempt to help.

"Hey, no one's going to take them from you, so just slow down and— YEOWCH!"

Before he knew it, the girl had worked her way through the crumbs and gnawed his fingers. "See what happens when you hurry?" he said with a forced chuckle as the girl stared blankly at his blood puddling on the floor.

*There is definitely something wrong with her,* thought the postman. He didn't even bother to wipe the blood off his hand, instead staring into the strange girl's eyes, as if they might tell him something. When the postman came to see the girl the following day, she was sitting on the table. He produced a white ribbon from his pouch, and she quickly reached out her hand to take it. "This is a ribbon," he explained, secretly pleased she was growing used to his visits. "Girls around here like to wear them."

As the postman reached out to fix the ribbon in her hair, the girl flinched for a moment before allowing herself to relax. "What's this?" he said as he examined her long locks. "Your hair's wet. Have you been outside?"

"..."

"Well, I suppose we can just make do."

While the girl explored the ribbon with her fingers, the postman used his handkerchief to dry her off as best he could. As he did, he noticed the gold light of the evening sun had found its way into the room through a tiny crack and was now shimmering off her black hair.

"I love the sun at this time of day," he murmured, turning to the crack where the light was shining through. "It's just so gentle."

Suddenly, he felt the air around him shift; when he turned back, the girl was gone. Searching the room, he eventually found her trembling and cradling her knees under the table. When he asked what was wrong, she extended one shaking finger and pointed at the beam of light.

*Guess she's spent so much time in the dark that her eyes have become sensitive to light,* he thought. *Well, I need to start thinking of a way to get her out of here; it's not healthy for a little girl to be cooped up like this.*

## 4

"Now that you mention it, I suppose it started right around the same time that shipwreck washed ashore," said the shopkeeper as she shifted her heavy frame. "Few weeks ago, see, this huge ship drifted aground at the beach. Thing was beat all to hell like it'd been caught in a storm, but when we looked inside, we didn't find a single living soul—or even a body. It was completely empty. Oh, but I've been seeing the postman down there a lot of late, so maybe ask him if you want to know more."



Nier thanked the shopkeeper by buying some natural rubber. As he left the store, Weiss floated after him, muttering to himself.

"The postman, is it? Just the word reminds me of that dreadful old woman. In fact, looking back..."

His monologue was interrupted when an excited Nier suddenly shouted out a hello. Their companion Kainé was standing at the other end of the alley, beckoning them to approach. It was very unusual to see her inside a settlement—she was sensitive about her Shade possession, and knew it led to the kind of discrimination that got people hurt. So the fact she was now standing in Seafront could only mean something either wonderful or terrible had taken place.

Nier ran toward her, trying to still the anxiety twisting in his stomach—but the first words from her mouth served only to jangle his nerves all the more.

"We gotta talk about that wreck on the beach."

As clouds began to race across the sky, Nier couldn't help but think they were in for stormy days ahead.

## 5

The wind was howling.

The shipwreck let out a chorus of mad creaks and groans with every gust. In their usual room, the postman and the little girl huddled together, her hands tightly clutching his uniform.

"I guess even you're afraid of something," he chuckled. He reached into his pocket and offered her some food, but she just shook her head.

"What's wrong?" he asked. "Aren't you hungry?"

The girl shook her head. He looked closer and saw she was shivering, her body rocking in time with the low waves that raged in the distance.

"Ah, I think I see what the problem is here."

The postman suddenly rose up and began to sing. After a few notes, he started stamping out a kind of rhythm with his feet. Though terribly off-key, one could at least call it a song. But when he glanced over at the girl, she was staring at him with wide, horrified eyes.

"Uh, sorry," he said with a chuckle. "So that's called singing. You create music from way down in your stomach, and it makes you happy."

"I've always loved a good song," he continued. "I find they help me get through the hard times in life, which is why I sing whenever I can, even though I'm no good at it."

His explanation complete, the postman resumed his song, and eventually the girl joined in. Her voice was dry and harsh—more like the crinkling of a paper bag than notes—but the postman clapped his hands joyfully when he heard it all the same.

"That's great!" he cried. "You're doing so well!"

Feeling the postman's joy, the girl shyly kept singing the dreadful song until her voice echoed through the ship. But when a flash of light pierced the room, the music abruptly stopped.

"Oh, don't worry about that," said the postman. "It's not lightning or anything—just the beam from the lighthouse."

He paused a moment before continuing. "I actually know someone who used to live there. She's long gone now, but I brought plenty of letters out her way. It was exhausting work, but I miss it."

The girl cocked her head and stared at him, and he responded by smiling and ruffling her hair.

"I've always loved being alone. I delivered the letters others wrote to the folks they cared about, and that was enough for me. Lately, though, I've been thinking I'd like to become the kind of person who has someone to write letters *to*."

After a pause, he ventured "Say, why don't you come home with me? It might be nice to have a daughter around."

He gave her hand a gentle pull, but she twisted free, shook her head, and pointed down at the floor of the room before returning to her hoarse singing.

"Guess you prefer it here, huh?" murmured the postman as he looked down at the floor where she'd pointed. There was something strange about it, and while it was too dark to see clearly, he could make out the rippling of liquid. He extended one finger to touch it and encountered something cold and slimy. When the glow of the lighthouse pierced the room anew, he saw that his fingertip was stained the crimson red of blood.

Blinking, the postman turned his worried gaze to the girl as her guttural song echoed happily around the room.

## 6

The shipwreck was so large, it was hard to take it all in, even from atop the hill. The black hull had run aground at a strange angle, and its sides were riddled with holes. The mast had been shattered, along with everything else on the deck. Whatever storm the craft encountered must have been powerful indeed.

"So that's the ship?" Nier asked Kainé. They had come here after she explained there might be a Shade hiding in the wreck. Being possessed by a Shade herself, Kainé had a special talent for sniffing out the creatures. She also had the ability to understand their speech, although she hadn't revealed that bit to her companions.

"There's some kind of...sound or something coming from up ahead," Kainé said by way of explanation. The sensation in the left side of her body made it clear *something* was in the ship, but it was different from the usual sensation she experienced when Shades were near. She'd never felt anything quite like it, and when Weiss sensed her consternation, he immediately pounced.

"What an incredibly specific piece of information the hussy has graced us with!"

"Weiss!" cried Emil in protest.

Normally Kainé would retort with some quip about wiping her ass with his pages, but when she stayed silent, it was a sign to all that the next few hours were not going to be pleasant. After taking the scene in for a moment longer, Nier gritted his teeth and drew his sword.

"Right, then. Guess it's time to go see for ourselves."

## 7

A dark room.

A blood-soaked floor.

But he was gone now, so it would be okay.

The girl trembled in a corner of her room, a giant black hand crowned with claws having erupted from her arm.

*Why...did things turn out like this? she wondered. Is this why he went home? Did...he leave because of this body?*

*I just want to be able to talk with him...*

*I don't want him to be afraid of me.*

*I don't want him to...hate me.*



Thoughts of the postman filled her head as she fought against her body's urge to turn into a Shade. She realized she had to get stronger, for if he were ever to see her like this...

*I want to maintain a human form.*

*I want to look at the sun with my own eyes.*

*I want to sing beautiful songs.*

Pure white liquid flowed out of her eyes as she managed through sheer force of will to squeeze her black hand back into its previous human shape. When she spoke, her words emerged from between trembling lips, forming an incomprehensible garble delivered in the rusty timbre of a Shade.

"So if I can just eat more people...maybe then I can become a human."

## 8

Her throat was a desert, her hands so dry there wasn't a drop of sweat between them and the swords they gripped. The farther they made their way into the ship, the stronger her chills became.

"You okay, Kainé?" asked Nier when he saw how white her face had become. She replied by twisting the corners of her mouth into what she hoped was a reassuring smile. She was not, by any means, "okay," but saying as much wasn't going to solve anything when the real problem was still ahead.

"Kya ha ha! Oh, we're gettin' reecal close to somethin' nasty, Sunshine!"

Tyrann's terrible laugh cackled as it always did in such times. He never had any intention of helping the party—he was just happy to watch them suffer. And yet, something was off with him today. His mockery seemed somehow flat. Hollow.

Noticing this, Kainé focused her awareness on the Shade half of her body. She was beginning to understand what was behind the chills she was experiencing: they were like a vibration too low in frequency to be heard, but that her Shade half felt. Kainé doubted any human but herself could make sense of the sensations the frequency was dredging up inside her, but if she had to put a word to it, it would have been *fear*.

*Fear?* Kainé thought as her facial muscles twitched. *Me?*

She shook her head to clear the troublesome thought away, then made her way over to the others, who had stopped in the darkness of the lower hull.

"This looks like the last room," said Nier quietly.

*Don't go in there!* Kainé wanted to scream. But the words got trapped in her parched throat before they could become sound, and a moment later, he pushed the door open and stepped inside.

They entered a small, windowless cabin containing a table and a single chair as furniture. Neatly organized bookshelves and nautical maps suggested it had probably been the captain's quarters. To their surprise, a small girl stood next to the table. Her hair was black. Her skin was white. Her clothes were filthy.

And her eyes were red.

Suddenly, Kainé understood everything; she knew *exactly* what her chills meant.

Tyrann broke the silence first. "Oh man, this Shade is NUTS! ...I think I'm in love." Despite his bluster, even he sounded frightened.

*He's right,* Kainé thought. The little girl *was* a Shade—although one as far from typical as she had ever seen. If its feeling were a scent, it would overwhelm the nostrils. If it were a taste, it would be a hundred times richer than any meat. A

typical Shade was, at most, twice the size of a human; larger ones were composites formed by smaller Shades merging together, an action which made them both larger and stronger. The Shade that had attacked Nier's village and the fucker who killed her grandmother were both composites containing the consciousness of many Shades melded into one. The larger the Shade, the stronger it was—a truth Kainé had learned from fighting them.

But the thing staring at her now was different; it was a Shade magnitudes stronger than even that fucker had been, yet it was also tiny. That could only mean it was constraining its true size with a power great enough to cancel it out—which in turn meant the remaining power Kainé was feeling was a mere fraction of its full strength.

*That* was what the chills had been trying to tell her. *That* was the vibration currently reverberating through her body. It was the friction between the powerful Shade struggling to burst free of its tiny shape, and the incredible strength holding it back. Kainé shuddered at the thought of how it would feel if that power were ever released.

"You can feel her power hangin' in the air—and she ain't even tryin' yet!" cried Tyrann, his voice quavering despite his mirth. "Kya ha ha! Things are finally heatin' up!"

There was one more thing Kainé had learned about Shades: the more of them that joined a composite, the higher the cost to their collective intelligence. She saw it when the Shades of The Aerie fused into a giant lump that wasn't able to do anything more than unleash massive amounts of magic. The more Shades that came together, the dumber they got, which was why composites of a few smaller Shades were far more dangerous than the larger, stronger ones. Yet this Shade—this tiny, frail thing—seemed to be a single, individual consciousness. It was possessed of a strength nearly beyond comprehension, and hadn't fused with anything in order to obtain it.

The room suddenly turned cold, as if the air itself sensed the looming threat. The girl stared, unblinking, while Nier and Emil stood motionless. They were all waiting around a powder keg that could blow at the slightest vibration, and none of them had any idea what to do about it.

"Hmm?" said a sudden voice from behind them. "What are all of you doing here?"

The group turned to find the postman standing in the doorway. He seemed pleased to see them, as if they were old friends who had dropped by unexpectedly during a picnic. "You should have told me you were coming! Still, I'm glad to see you, because there's something I wanted to ask you about."

He set his bag on the floor and walked over to Kainé, dropping his voice to a whisper. "So this is kind of awkward, but I was hoping maybe you could give her a little advice about...you know? That time of the month?"

Kainé couldn't believe what she was hearing. She moved her dry lips in an attempt to warn her companions, but sound failed her again. Instead, she forced herself to meet Nier's and Emil's eyes and mouthed four words at them: *That thing's a Shade!*

Suddenly, the girl twitched. Kainé's eyes snapped to the creature as a painful vibration struck her. The postman reached down to search for something in his bag, and then the girl exploded into blackness as countless Dark Lances burst from her body.

Nier immediately assumed a defensive stance as lances pierced the ceiling, floor, and everywhere in between. Kainé and Emil grabbed the postman and dashed for the exit. Behind them,



Nier was pinned down by the attacks, and he yelled at the others to run. Thoughts from the girl came flooding into Kainé's mind.

*Why do I have to be a Shade?*

*Someone tell me!*

*Why can't I be a human?*

**WHY ARE THEY TAKING HIM AWAY?!**

"Stay sharp or get dead, Sunshine!" Tyrann hissed in a voice completely devoid of his usual playfulness. As the group scrambled into the passageway, black lances shot out all around them, moving with terrifying speed. The girl was baring her fangs in an attempt to catch them. They tried to fight off the lances as they ran, but soon found themselves overwhelmed. Kainé passed the unconscious postman to Emil so she could assist with the defense, and Emil held the postman in his mouth and headed for the exit like a shot.

"There! Go!" shouted Nier, pointing to a hole in the ship where light was pouring through. But no sooner did he say it than lances burst forth to seal the opening. Kainé leaped over Emil and tore into the Shade's fangs. She managed to roll through the hole and out of the ship, but lances closed the entrance before Emil could follow. Behind him, Nier readied a second charge, making his way through the lances as he shielded Emil. But when giant Shade fists suddenly struck from above, the impact caused Emil to drop the postman from his mouth.

"Oh no!" he cried. "I'm sorry, Mr. Postman!"

Both Emil and Nier were sent flying by the ferocity of the Shade's fists and knocked clear of the ship. They tumbled across the beach, kicking up clouds of sand before finally rolling to a stop. Beside them, Kainé looked back at the shipwreck. Black lances were protruding from every side of the vessel, stretching and writhing like giant snakes. With each second that passed, more and more came bursting forth.

The fog outside the ship had long since burned off, and the sun was so bright Nier and the others had to squint. No normal Shade could endure such intense sunlight, yet the black snakes seemed totally unaffected. Wisps of smoke from their surface were the only sign something was amiss, but new Shade flesh was being generated from within faster than it could be burned away.

"Why isn't this Shade being hurt by the sun?!" cried a forlorn Emil.

Finally, an egg-shaped form appeared from within the mass. Seemingly nourished by the serpents that surrounded it, it grew larger and larger until it finally cracked, sloughing off layers like a fruit shedding its peel until they formed two large wings. Between them, the shuddering torso of what appeared to be a young girl emerged from the center of the egg, which now appeared to be growing directly out of the ship's deck. It was jet black, and at least ten meters tall.

As wings continued to sprout from the torso, Kainé realized what was happening. When Shades are infused with excess magic that has nowhere to go, it often manifests as superfluous wings—and from end to end, this thing easily had a hundred meters' worth. Illuminated as the wings were by the sun, even Kainé had to admit the creature possessed a certain ethereal beauty.

The Shade was now twice the length of the ship, its body continuing to grow within the clouds of black smoke it emitted. The unconscious postman lay sprawled in the palm of the girl's hand. As she carefully cradled him, the expanding Shade opened its mouth and let out an explosive roar, forcing Kainé and her companions to cover their ears as the shock wave battered them.

Just when it seemed the vibrations might tear apart the land itself, the sound settled into comprehensible notes.

It was the song the postman had taught her.

## 9

As the girl's body exploded, her mind swirled with anger, confusion, and fear. She did not understand what was happening to her, nor could she handle the hatred she felt for those who had tried to steal her postman away.

*It didn't matter how many people I ate! I was never satisfied! Nobody ever helped me! He's the only one who was ever kind to me! He taught me what kindness is! So I...I will become human. We'll... we'll speak the same language...and we will stay together forever!*

She gently folded her hands around the postman in order to protect him.

*Just a little more and I'll gain the power to become human...*

"Kyaaa ha ha ha!" cackled Tyrann. "I dunno where the singin' lessons came from, but I DO know it's sure as hell tryin' to eat us!"

Somewhere between the din and the shock waves, the postman woke. For a moment, he simply blinked and tried to comprehend what was happening, but when he saw the giant face of his captor, his eyes widened in terror. He opened his mouth to scream, but no sound came out.

*Don't be scared. It won't be long now. Just a little longer until I can become human.*

The girl's mouth twisted in a compassionate smile that filled the postman's heart with fear. Her arms began to change, black symbols racing across them as sharp thorns tore from her flesh. The thorns quickly shaped themselves into crude weapons that hovered around her, and a moment later, a multitude of massive clawed arms erupted out of her back.

"RUN!" screamed Kainé.

As she shouted her warning, the hovering weapons flew at them, while the giant arms began throwing lances created from the Shade's own body that exploded when they struck the beach.

"What kind of Shade attacks you with *itself*?!" cried Nier as he rolled out of danger.

"There is nothing usual about this creature," replied Weiss in a grim tone.

Even turning parts of its own body into weapons didn't seem to drain the Shade's power. As it continued the assault, Emil brought up a magical barrier to protect the party, then turned to Kainé.

"I'm gonna try attacking it!" he yelled as strands of light poured from his staff and flew toward the Shade. An instant later, a volley of magic bullets followed the light through the air, creating a booming explosion that knocked two wings off their foe. But replacement wings immediately burst out of the Shade to take their place—and more ominously still, three wings replaced the two.

"Son of a..." muttered Nier. "Is this thing immortal?!"

"I'll take it down!" Kainé yelled as she leaped in the air and unleashed a barrage of magic. "You all just get the hell out of here!"

Though the entirety of her attack was blocked by the arms on the deck, Kainé set the failure aside and infused her swords with magic to strike again. Dodging counterattacks, she lunged at the girl's body, this time ignoring the head and chest to target the hands wrapped around the postman.



"This guy's important to you, isn't he?!" yelled Kainé as she rocketed toward the postman. The girl—who had remained completely expressionless throughout her transformation—suddenly opened her eyes in horror. Just before one of Kainé's blades struck the postman, a swarm of black hands reached out to block the strike, stirring up a storm of magic and sparks. The moment it happened, Kainé jerked her swords up and away, aiming them directly at the girl's head. With all the hands protecting the postman, her attack struck true.

The girl managed to turn her head at the last second and deflect a bit of the blow, but the blades still left deep furrows along the side of her face. Black blood sprayed everywhere, and a strange scream shattered the sky. As the postman tumbled to the deck, the Shade—still clutching her wounded face—began frantically searching for him. But then, she saw Nier and Emil atop the deck, preparing to fire the largest possible barrage of Dark Lances.

"This ends...here and now!" cried Nier as the pair unleashed the full power of their magic at the girl. She shielded herself with her left arm, but the attack blew it off at the shoulder, causing her to shriek in fury. The wound wriggled and squirmed like a mass of snakes.

"Okay, it's *still* not dead?!" said an incredulous Nier.

The girl looked up to the sky.

*I will... I will... I will become human!*

Hundreds of tentacles suddenly burst out of the wound, each one shaping itself into a sword that sliced and hacked at the attackers. Kainé desperately tried to deflect the blows, but the tentacles managed to pierce her thigh and shoulder, sending her crashing back down to the deck. Meanwhile, Nier—still off-balance from expending so much magical energy—found himself pushed backward by the unending barrage. Just before he was run through, Emil shoved him out of the way, only to see a dark shadow latch on to his own left arm. Emil shrieked as it was torn from its socket, and when Nier ran to help, a flurry of tentacle swords knocked him away.

*I'll kill you! I'll kill you all!*

Her breathing had been reduced to the shallow panting of an animal as she clutched at her wounds. As powerful as she was, she was now quite injured, and her regeneration ability couldn't keep up with the damage.

Yet Nier and his party were faring little better, considering none of them were even strong enough to stand. Noticing this, the Shade reached out and grabbed Nier with a shimmering black hand. A helpless Emil moaned and trembled, while Kainé struggled to pull herself to her feet. But just as the Shade had lifted Nier to her mouth...

"Stop!" shouted the postman. He stumbled over to the Shade, grabbed a brittle branch, and began whacking at it as hard as he could.

"You goddamned monster!"

*But you said we would live together.*

"Get out of here, you man-eating freak!"

*You taught me to sing.*

"Let him go!"

*I just wanted to be human. I just wanted to live with you.*

"I hate you! I hate your kind!"

The girl suddenly stopped. She looked at her body as if seeing it for the first time. Black smoke was billowing out from the severed pieces, but it wasn't beyond her ability to heal. And

yet, that just served as proof she was a Shade. Why was she so horrid? Hadn't she desired to become human above all else?

*How could I end up with such a...hideous...body?*

"Why don't you just *die* already?!" shouted the postman in a voice filled with rage and fear. The words cut her deeper than any weapon, and as her wings began to crumble into the sea, she realized she wouldn't be able to maintain her form for long. When she could no longer remember what the point of living was, she let Nier slip from her hands. Looking up, she saw the evening sun shining brightly, covering the world in the golden light she and the postman had promised to see together one day.

*And yet this world... This world is so full of beauty.*

When Kainé leaped at the girl from behind, she did nothing to defend herself. There was a wet, disgusting sound as her severed head slid slowly off her body. Soon, her entire form disintegrated into a mist of black sand that was blown away on the gentle ocean breeze. All that remained was the shipwreck, the companions, and the sunlight reflecting off the ocean like a glittering jewel.

## 10

The Seafront tavern was a simple two-story inn, and while the beds smelled awful, it was still preferable to sleeping outdoors. In one of the rooms, Kainé slowly stood, taking care not to put too much weight on her wounded leg. It had been three days since the postman insisted on putting them up at the inn as thanks for saving the city. Normally she would have refused the offer, but the party's injuries were great enough that they didn't have a choice in the end.

Emil was snoring softly in another bed, his missing arm regenerated as far as the wrist. Kainé wasn't sure exactly how that all worked, but it seemed he was a day or so away from being back to his old self. Having emerged with less serious wounds than the others, Nier and Weiss were out helping the postman do his rounds.

Kainé began to get dressed, figuring it was high time to be on her way. As she pulled on her clothes, she noticed a piece of paper caught between her breasts. Pulling it out, she found a letter that had fallen from the body of the Shade. Messy, tightly packed letters sprawled across the page like writhing worms. She knew immediately that it had been intended for the postman, but he'd told her to destroy everything that had belonged to the creature.

"To think she was that awful monster all along..." he'd muttered to himself—at which point Kainé had noticed faint black letters running along his leg.

"The hell's this, Sunshine?" asked Tyrann as she unfolded the letter.

"A letter. That thing wrote it for the postman."

"Ha! Man, that is some grade-A chicken scratch!"

"She probably copied the letters as best she could."

"So what's it say?"

In response, Kainé gripped the letter and ripped it into pieces. Outside, bright sunlight poured over the town. The distant sea was calm, making her feel as if the battle at the shipwreck had transpired in some far and different age. The torn pieces of letter spilled out of her hand and fluttered to the ground.

On each scrap, the words *thank you* had been messily scrawled over and over and over again.



# The Narrow Gate ver.1.00

WRITTEN BY SAWAKO NATORI  
CONCEPT BY cavia/YOKO TARO  
Translated by Casey Lee

*Lines that must be drawn. Borders that must be honored.  
The grief and gloom of those beyond the margins.*

The laughter of happy people of all ages rang out from behind high stone walls.

"They sure seem to be having fun," said Emil as his eyes rose to the top of the walls, his perfectly aligned teeth clenching as he did so.

*You said that four times already,* thought Kainé, who managed to keep the sentiment to herself.

Tonight, Popola was holding a festival for the village. The reason wasn't entirely clear; at one point, Kainé heard it was to commemorate the 10,000th volume in the library, at another it was for the village's 150th anniversary. Whatever the reason, it was obviously just a pretext to give everyone a night of loud merriment.

"I sure hope Nier's enjoying himself right now," said Emil. The statement was free of malice or sarcasm, but tinged with enough regret to make it clear that Emil wished he could be there with him. Kainé said nothing in response; she knew if she opened her mouth, whatever came out would adopt the same tone. So she kept her peace and fixed her eyes firmly on the gate, which was sealed tightly enough to prohibit passage to even the smallest insect. Clearly, neither of them would be heading that way tonight.

The night before, she and Emil had been camping outside the village as they always did. Suddenly, the gate creaked open to reveal Popola, the director of the library.

"The people of this village live under the constant threat of Shades," she told them. "I would like to lift that burden, if only for a single night."

Popola's eyes, nearly hidden beneath thick bangs, shone with a deep intelligence as she laid out her plans. It quickly became clear that when she said "the people of this village," she was thinking of Nier—and that she wanted their cooperation for his sake.

"No matter what precautions we take, our guard will inevitably be lowered during the festivities. And while I understand it's the height of audacity for me to ask this of you, seeing as we banned you from entering..."

"It's fine," said Kainé, cutting off what was certain to be a long-winded plea. "We'll stay out here and kill any Shades that try to get in."

*Also, don't think I missed that having us stand guard at the gate is just a slick way of un-inviting us to the party, you grade-A bitch.*

Popola bowed her head, smoothly evading Kainé's pointed gaze. "I appreciate your assistance," she said before turning away and passing back through the gate. When Nier came to see them the next morning, he mentioned the upcoming festival with no small amount of discomfort. "I'm not really in the mood for something like that, but they want to do it, so..."

"Oh, I'm sure the mood will find you once things get going," replied Kainé, her snark causing Nier to fall into an embarrassed silence.

"Festivals are really fun!" piped up Emil as he frantically

attempted to lighten the mood. "I mean, everybody deserves to take a load off now and then, right?"

"Yeah, but..."

"Now see here, lad!" said Weiss. "Emil is right! A string pulled too taut will doubtless snap ere long, and Popola has merely turned an eye toward reducing the strain on your back. Are you truly so thick that you cannot see as much?"

The scolding complete, Nier lowered his head for a moment before finally raising it again. "Well, look. You two also deserve to have some fun, so why don't I ask Popola if we can all come together?" An earnest smile emerged as he said this, and Kainé found herself filled with a sudden urge to rake her nails across his innocent little face until it bled.

"Yeah, fuck that," she replied.

Emil quickly moved forward to soften the blow. "Um, so what Kainé means is that I get really sleepy after a long day, and I don't think I could handle an all-night festival. But you and Weiss should go enjoy yourselves!"

Though the expression frozen on his round, skeletal face didn't change, a hint of Emil's true feelings slipped through in the shrill tone and unusually quick delivery of his line. But instead of noticing, Nier simply gave an oblivious nod and moved on to other things.

"They sure seem to be having fun," said Emil in a slight pause between yawns.

"Number six," muttered Kainé.

"Huh?"

"Forget it. Just go to sleep. I got guard duty handled."

"But..."

"Sleep. I'm sure Nier's already in bed too."

Though Kainé had no basis for making such a claim, Emil accepted it all the same. Satisfied, he wrapped himself in the thick canvas sheet that protected him from the elements, bid his companion good night, and began snoozing away, his quiet breathing sounding no different from a typical human child.

After watching the canvas rise and fall for a bit, Kainé treated herself to a leisurely stretch. She raised both her swords, carefully searching the blades for nicks. She felt the two hunks of iron had always conveyed her feelings more eloquently than words ever could, and as she examined the weapons, she ran one hand lovingly across the grips.

With night long since fallen, the revelry on the other side of the wall showed no signs of stopping—indeed, if anything, the festival was now in full swing. Kainé could hear upbeat music, along with singing in a well-trained voice. *Probably Devola.*

People were whistling and applauding, and bursts of explosive laughter were common. Did festivals really hold such power to bring people cheer? To free them from their burdens? Having never attended one, it was a concept Kainé could only imagine.

Soon, savory smells started to creep over the wall along with the sounds of merriment. Just as Kainé's stomach was beginning to rumble, the gate creaked open. She gripped her swords, readying for battle, but relaxed slightly when she saw a slim shadow moving toward her. A moment later, Nier appeared out of the gloom carrying a plate piled high with meat and vegetables.



"You hungry? I brought some food from the festival. It's cooled down some, but I figure it's still good." Nier glanced over at Emil, saw his sleeping figure, and shook his head sadly. "Should have come earlier, I guess."

Kainé stared at the delicious-looking plate, opened her mouth, then snapped it shut again. For some reason, she couldn't bring herself to say even a simple word of thanks, despite the fact that Nier hadn't forgotten them amid the excitement of the festival. No, more than that—he'd actually tried to bring some of that happiness out to them.

In the end, she snatched the plate out of his hands, picked up a handful of meat, and sank her teeth into the crisp skin. The inside was unbelievably tender, and rich juices splattered back onto the plate with each bite. Kainé devoured the food like a starving woman, using it to push all the words she wanted to say—*needed to say*—back down her throat.

"Guess you were hungry, huh?" said Nier with a grin.

Wrong. She actually wasn't hungry at all. But Kainé's muffled mutter of protest was drowned out by the voice of a village girl who chose that moment to peek through the open gate.

"Nier, come on! You gotta come back—you won't *believe* what Devola's doing!"

Nier immediately sprang up from his kneeling position and ran back through the gate after the girl. "I'll see you tomorrow, Kainé!" he cried. "Have a good night!"

As the gate swung shut, swallowing both Kainé and the food in darkness once more, a voice suddenly rang out in her mind.

"That's such a pity. Sadly, I also know what it's like to be discriminated against."

Kainé clutched at her head and stumbled back. Sensing the presence of Shades in the nearby brush, she immediately reached for her swords.

"Hey there! Easy now. You'd really just cut us poor Shades down without hearing us out?"

*Wait, this Shade is talking to me? I didn't think they could talk.*

Though Kainé wanted to laugh the incident off, the heat being emitted by the left side of her body made such a thing impossible. Her arm had already begun to expand to several times its usual size, and the black growths upon it were pulsating rapidly.

"Ah, yes. We Shades resonate with each other."

She knew the voice in her head wasn't wrong. Hell, her own Shade was already in the process of absorbing her flesh and soul both—and Kainé knew the day was not far off when she would transform entirely into a Shade. Thinking of this, something inside her suddenly snapped, and the world went dark. There was no reason her eyes shouldn't be able to see, and yet they couldn't. It was like her body was rejecting the very concept of color.

*Is this what despair feels like?*

Kainé bit her lip, drawing blood, and used her swords to prop up her faltering body, an action which caused the Shade in her head to chuckle.

"You're worried about becoming a Shade? I think you're missing the bigger picture here. To begin with, you're—"

"Eat shit and die, asshole—and then get the fuck out of my head!"

Kainé stabbed into the brush with all the strength she could summon, fueled by a hatred of Shades that was all-encompassing.

*A Shade killed Grandma. They're the enemy. The enemy. The enemy!*

Kainé's eyes turned red. Her hair bristled. She wanted blood so badly, her tongue shot out to see if there was any on her lips. When the Shade finally leaped out of the brush like a black mirage, she surged forward, swinging her blades so hard she thought her arms might fly from their sockets—but the voice still wouldn't let her go.

"Oh, come on! Does this *seriously* make you happy?"

"Look, I get it," continued the voice. "You murder Shades, you avenge granny, Nier looks all pleased—and for that brief moment, you probably *do* feel a little happy. But then what? Killing us won't make the discrimination go away. It won't get you invited to any festivals. That's not how the world works, and we understand that. Do you want to know why?"

Before the Shade could explain, Kainé's sword swung down from above and cleaved it nearly in half. She marveled again at how the creatures looked like shadows, but felt so very *alive* when you cut them. You could feel the sensation of flesh parting, the endless scraping of blade on bone. But while Kainé usually sliced Shades from groin to gullet in one smooth stroke, tonight something held her back. The Shade's pained wail reverberated through her brain as various fluids sprayed across her body, but even as the light of its life rapidly dimmed, the Shade managed to keep speaking.

"You're starting to doubt...aren't you? You...figured it out... We Shades are the real—"

The Shade's voice grew thin and raspy, but Kainé could still make it out—and the truth of the words stopped her cold. "That's a damn lie," she growled, knowing deep within her heart that it was anything but.

As she watched, the Shade in front of her somehow managed to stand, despite its body nearly being sawed in two. The desire to escape—to *live*—clearly still burned bright. Just then, Kainé heard a series of low booms. Her eyes followed the sounds into the sky, where huge flowers of sparks suddenly appeared against the dark. Popola's big finish for the festival had arrived at last.

As fireworks carved brilliant trails across the sky, color slowly returned to Kainé's world. In her mind's eye, she saw the pitiful corpse of her grandmother, savaged by a Shade. In the corner of her vision, she caught a glimpse of Emil sleeping peacefully. And in her secret heart, she heard Nier's plea: *Death to all Shades!*

"Rot in hell, pig-fucker," muttered Kainé as she rose to her feet. "It's time to pay for what you've done."

"That's...too bad. Thought maybe...you'd understand the pain of discrimination...considering the body you've been saddled with..."

"I TOLD YOU TO SHUT THE FUCK UP!" bellowed Kainé as she raised her twin blades high in the air. The Shade made a pathetic effort at escape, but she easily caught up to it and cut it down. Yet she didn't stop there—she kept swinging and swinging and swinging, afraid that if she relented for even a moment, that voice would be back in her head.

"Kainé, please stop. It's dead, I promise. It's completely dead."

The voice in her ear brought her short, and she realized she had been screaming into the dark for a very long time. A moment later, she placed the owner of the voice and understood that Emil was standing behind her, holding her in a full nelson.

"Guess it's not getting any deader, huh?" mumbled Kainé. Once Emil let go of her, she used a clump of grass to wipe the blood and bits of flesh from her blades. The calluses on the palms of her hands were torn and raw. How tightly had she



been clenching her swords, and how long had she been pursuing her grim work?

"So what the heck happened while I was asleep?" asked a worried Emil as he knelt in front of Kainé and began bandaging her hands.

"Nothing."

Emil seemed ready to say more, but then fireworks lit up the sky once again, causing the pair to turn their gazes heavenward. "They're so beautiful," said Emil as his smiling face glittered with every color of the rainbow. "Aren't fireworks wonderful? And I love that we can enjoy them even though we're outside the village!"

Kainé's said nothing in response, choosing instead to return her eyes to the heavy village gate. Strangely, the wall that divided the inside from the outside no longer seemed to hold any particular significance. But the difference between knowing and not knowing? That was a far greater wall—one she had crossed tonight, and one from which there was no turning back.

As the endless revelry of the villagers drifted into the night, Nier felt somehow farther away. Even Emil seemed distant, despite the fact that he was standing directly beside her.

*Ignorance truly is bliss.*

Kainé pursed her lips and held her tongue. She wouldn't do that to them; she would tell no one of what she learned tonight. Instead, she pushed the secret through the gates of her heart, sealed them tightly behind it, and turned the key. Then she looked over to Emil and said, "How the hell is it still not dawn?"





# Around the World in 80 Days ver.1.00

WRITTEN BY JUN EISHIMA  
CONCEPT BY cavia/YOKO TARO  
Translated by Casey Loe

*The head that came rolling and soaring through the sky  
is now a head that rolls and soars around the world.*

## DAY 1

I gotta say, it sure is hard to move around in the desert.

Ooof! Aw man, I'm stuck in the sand again. Okay, then, here we goooooo!

It's funny to think about how glad I was to see sand after I was sent flying. I mean, if I'd landed on top of a boulder or something, it probably wouldn't have ended well no matter how unkillable my sister's body is.

Still, I never imagined it would be so hard to move around in sand! I mean, the Masked People always made it look so gosh dang easy! And sure, Nier had trouble with it from time to time, but he was still way faster than I am now.

I know I keep saying this, but I *really* gotta find myself a new body...

Er, but how am I gonna do that when the only thing around here is sand? Hmm... Maybe I could use magic to turn it into a body? Except wait, how am I going to cast the spell without hands? And for that matter, I don't even have my staff anymore. Boy, this sure is a pickle!

Nope! I'm clearly going about this all wrong. Rather than getting all up in my head about it, I should just give it a try. Nothing ventured, nothing gained, right? I mean, I don't need a staff to focus my magical power, so I can just do it in the sand liiike thiiiiis aaaand...

WHOA!

Oh wow, oh wow, oh wow! That kicked up one heck of a sand cloud! Guess that's deserts for you. You can whip up a sandstorm anywhere, anytime! Er, I'd better do something about this!

...

.....

.....

Okay, the cloud finally settled. WHEW!

Well, at least I know I've still got plenty of magic even without a staff or hands, so that's good news! Also, I made myself a proper body, so now I can walk aga...

Huh? What the...?! Bwah! I'm sinking! My head's sinking!

Awww, my body fell apart. Well, I guess you can't expect much in the way of durability when you make things out of sand. But at least I know I can use magic, so if I can just find stronger materials, I should be able to make a stronger body. Yeah, that'll totally work! Let's maybe just chalk this up as a learning experience.

Right, then! Time to get myself somewhere that's not just sand. I actually wish this sand was dirt so I could roll on it, because right now...

Nooo! I'm stuck again!

## DAY 9

I FINALLY made it out of the desert! I really wish it hadn't taken me so long, because I got soooo tired of staring at the

same scenery all the time. In fact, I don't ever want to see another grain of sand again!

Anyway, at least I'm done with all that now, although this new area is pretty rocky. Oh, and hard. In fact, it might be a little TOO hard, and it's for SURE too bumpy, which means getting around isn't really any easier.

And it hurts! Ow ow ow! I keep hitting bumps!

I tell you what, if I can't walk around on a proper pair of legs, I'm gonna run out of HP in no time. I'd better make a body toot sweet! Thankfully, if these hard rocks are good for anything, it should be for making a nice strong body. Now, then...

Hiii-ya!

Yeah, without a staff, my spellcasting is a little wonky. Was *hiii-ya* the right magic word for this? Didn't really feel like it was, but hey, at least my magic still works, so let's just call it good.

Aaaand there we are! Boy, that body sure does look tough! Now it's time to race back to Nier and the others. Better hurry, too, 'cause Kainé and Weiss are probably already at each other's throats.

Uh, okay? Why am I not moving? What's going on?

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Dang it. This body's way too heavy.

## DAY 17

Well, it sure took me long enough to make it out of that rocky area—and I think my head lost a lot of HP in the process. But hey, all's well that ends well, right?

I'm finally back on dirt that's not too hard and not too soft. What a treat! Oh, and there's also a lovely lake here, plus way more waterbirds than you find in the northern plains. Maybe it's easier for them to survive here without any Shades around? Regardless, I'm sure I can find the right materials in a place like this.

Still, what should I use? I need something strong enough to support my head, but that isn't too heavy. Light and strong, light and strong... Oh! That's it! I can use the feathers of the waterbirds!

See, I read in a book once that bird feathers are basically a harder form of skin. They're also super flexible, so if I gather a bunch together and magic them up, they should be plenty strong. And best of all, they're light! If you want to move fast, you gotta be light.

Lessee... With so many birds around, I can just wait downwind and get all the feathers I can handle. Bundles of 'em. Bindles of 'em! Birdles of 'em?

Hee hee! I'll have to remember that—I bet it'll give Nier a good laugh! Anyhoo, time to sit back and wait.

## DAY 24

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Okay, this isn't working AT ALL. I haven't gotten a single feather! Maybe it isn't molting season?

Well, these birds have left me no choice—I'm gonna have to catch 'em and pluck 'em. Oh, but just a little! I don't want the poor little guys to not be able to fly anymore. That'd be cruel. Instead, I'll just take a few feathers from each one.

Anyway, I'd better get started. Here goes nothing!

Oh, wait. How am I supposed to catch birds without hands? I mean, maybe I—

BWAAAAAAH! I'm falling! I'm falling! I'm falling into the lake!

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Well, THAT was terrible. I could have caught a nasty cold! Thankfully, I just ended up soaking my body—er, I mean, my head, I guess. Still, at least now I know my head can swim, so I don't have to worry about drowning.

Oh man, if Nier ever falls in the water again, I can RESCUE HIM! That would be so cool.

### DAY 26

Well, I've only managed to gather a few feathers—and by that, I mean maybe enough to make one finger of a new body? Ugh. Maybe I should just make some clothes instead. After all, one's personal appearance matters! Even if I do end up smelling kinda like a bird...

Huh? What's that wolf coming over here for? Hey, stop it, wolf! I'm not edible! You get that, right? Listen to what I'm telling you! I'm not a bird, okay?! I'm not a...BWAAAAAAH!

Ugh. Well, THAT was terrifying. Thankfully my head's okay, but the wolf ran off with all my feathers. What a thoughtless wolf! Doesn't it know it can't eat feathers?

Also, I thought wolves mostly lived in the desert, so maybe that fella split off from the pack? I guess he *did* seem different from the kind that attacked the Masked People. He's also probably not all mean and cranky like they were... Probably.

### DAY 31

Oh geez, now what? Not another wolf!

No, wait. That actually doesn't look like a wolf, although it certainly IS a large beast of some sort. Wait, what was this

animal called again? Some kind of predator in the cat family, right? Some kind of...

Gyah! This is no time for taxonomy! I need to get out of here before this thing eats me! I mean, just look at those claws! If it goes after me with those, even my sister's body might not be immortal enough to survive!

BWAAAAHHH!

Huh? Hey, it didn't eat me! It just sent me rolling after poking me a few times. But oh geez, here it comes again.

BWAAAAHHH!

Hang on. Is this thing *playing* with me? Does this feline predator think I'm a toy?

BWAAAAHHH!

Okay, seriously, quit rolling me already! I'm not a ball!

BWAAAAHHH!

Oh, that's right! I can use magic! Time to cast a spell and fly away!

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Phew! I managed to get away. That's a relief, although my head's still spinning something fierce...

### DAY 33

I really wish I'd figured out I could fly sooner. If I had, I wouldn't have hurt myself on all those rocks and it wouldn't have taken me so long to get out of the desert! What a total goof on my part.

Speaking of regrets, I don't think I've been going about this whole materials-for-my-body thing the right way. Maybe just trying to whip a body together out of whatever single substance is nearby isn't the answer. Like, even that store in the Junk Heap uses all kinds of different materials to enhance their weapons, right?

Geez, if I knew this was going to happen, I'd have paid more attention to what they did in that store. But the thing is, that little brother creeps me out. Each time we visit, I feel like his eyes get more and more crazy. I wonder if the rumor is true that he cut off his own arm?

Think, Emil! Think! Where did Nier get all of his materials?! I feel like he dug some out of the ground, maybe? And then picked up others on the beach? The important thing is that it was a slow and steady sort of effort. I should try to learn from that.





## DAY 59

I've traveled so far I can't even see the lake anymore. Every day, I'm somewhere new I've never been. I know I can't have traveled *all* around the world, but maybe I've done, like, a fourth of it?

Once I learned to fly, I thought it'd be nothing but safe and pleasant days ahead—but air travel is a LOT less smooth than I thought it would be. There are all sorts of birds of prey and winged Shades and stuff in the skies, even if I can fight them off with my spells.

Thing is, the more baggage I collect—by which I mean materials—the harder it gets to fight. I'm using magic to carry my stuff, magic to fly, *and* magic to fight, which is three things at once! It makes my head get all mixed up—or maybe it's the magic that gets mixed up? Like those times where I'm shooting beams out of my eyes...

Anyway, that's why the more materials I get, the more I've been traveling on land. They say if you want to find something, you've got to keep your eyes to the ground, after all, and I figure that's even more true if your eyes are literally rolling *on* the ground. Heck, I'm finding all sorts of stuff, including iron ore, natural rubber, and clay. Plus, the beaches have fun surprises like driftwood and black pearls!

On the downside, it sure wasn't fun when I rolled into that giant spider...

## DAY 66

I made it to Seafont! I'm finally back! I know Nier's village is only a little ways from here and I've got tons of materials, so I'm just gonna fly the rest of the way. I can't wait to see Nier again! Oh, and Kainé and Weiss, too, of course.

Hmm? Why is an entire flock of seagulls flying over here? Oh no! They don't think I'm intruding on their territory, do they?

Please stay back, seagulls! This is all just a big misunderstanding! I'm serious, you guys! You don't understand how hard it is to fly when I'm holding so much stuff!

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Well, I ended up falling into the ocean. Seagulls are a lot more aggressive than you'd think. I had no idea.

Yeah, this is all just really unfortunate. Once this seawater dries, I'm gonna be all sticky and gross. Oh, but look! That's a rusty bucket! Nier uses these to upgrade his weapons, so I bet I could use it to upgrade my body! What a lucky break, huh? I guess sinking into the ocean now and then isn't such a bad thing.

Oh, hey! I know that fish! It's a Dunkleosteus! Nier had a heck of a time landing one of those guys, even after all the lessons from that old man and a perfect cast. But more importantly...

Hey! You can't eat me! Don't you see how hard my face is? You'll break your teeth! Okay, now you're trying to swallow me whole, so stop it before—NOOOOOOOOOOOOO!

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Sheesh! I'm lucky I got out of that alive. Time to get that new body made so nothing like that ever happens again.

## DAY 80

With all the materials I gathered, I should be able to make a body even better than my old one. It's gonna be super strong, but also VERY cool.

Well, better get started! I'll just lay out the materials on the ground and give 'em a good blast of magic.

HIIII-YA!

Huh?

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Boy, I do NOT have a good feeling about this. Why is smoke pouring out of that stopped clock—and why are sparks popping off my pyrite like crazy? Did my spell fail?!

Noooo! It's burning! It's all burning! The old schoolbooks are going up like kindling! Oh gosh, is it going to explode?!

BWAAAAAAHHHHHHH!!!

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Ow.

Ah geez, that blast really sent me flying. But wait, am I in the desert again?! I AM!

Well, back to square one, I guess. Oh hey, now I totally get what that expression means! It's like a board game where you roll the dice, land on the big black X, and get sent back to the first square you started on. Huh. Never really thought about that before.

It reminds me of how Sebastian used to say, "You are far more talented at breaking things than making things, Master Emil." I guess he really was right about that, huh?

At this rate, I may not ever get my new body made—and if I take any longer, Kainé and Weiss will have moved on to actual bloodshed by the time I find them. I mean, Kainé's real quick to resort to violence, and Weiss doesn't know when to stop talking, so...

Okay, Emil! Pull it together! You need to get back to Nier!

But first, I gotta get out of this desert. Which means...

Here we goooooooooo!





# The Lost World ver.1.00

WRITTEN BY YOKO TARO  
CONCEPT BY cavia  
Translated by Casey Lee

## THE END IS NIER. THE END OF NIER.

*What a shit show,* Kainé thought.

She didn't know what happened, other than that a shock wave from something had sent her hurtling through the sky like someone might toss away an old spoon. Unable to position herself to break the fall, she landed hard, managing a sloppy sort of roll that she pulled herself out of by planting one of her swords into the mechanical floor beneath her.

*Yep. Total shit show.*

But there was no way she was going to turn and run. No fucking way. She used the planted sword to pull herself up, then lifted the one in her left hand to eye level, using it as a kind of shield. First, she'd need to take care of—

The second wave hit. For a moment, the world went red as crimson spatter swirled around her like a whirlwind. An instant later it was followed by an explosion, sending debris dancing in the air.

Kainé finally understood what was hitting her: She was being blasted with high-pressure water that shredded her skin.

As she clung to her planted sword, waiting for the watery blades and thunderous roar to pass, a late-arriving piece of shrapnel smashed into her head. The sensations from the jagged wound and spurting blood passed beyond pain, leaving her feeling only cold.

Finally, the roar faded. *Or maybe the thing just made me deaf,* Kainé mused with a faint smile. Blood oozed from her eyes and nose, and her vomit spread through the surging stream like a tea bag dipped in water.

*They're really gonna make a fight out of this... Tyrann would be thrilled if he were still around.*

She gripped the hilt of her sword with a slick hand as fresh blood ran in rivulets from between her fingers. She took one deep breath and then another as she focused on her enemy:

The five Kainés who stood before her.



Two days earlier...

Kainé snapped awake in her crude tent, breath ragged, eyes wide, right hand slick with sweat. She sat that way for a long time, hoping for her pulse to slow. Unable to close her eyes again, she could only wait out the strange feelings of loss and confusion that were assaulting her.

*That dream again.*

She didn't know what the dream meant—she didn't even know what it was *about*. But whenever it came, it left her with overwhelming feelings of pain and sadness, almost as if something very important had been gouged out of her heart. Most nights, she woke with tears streaming down her cheeks.

*How many times is this going to happen?*

Kainé's heart overflowed with anger and irritation she had no way to expel. If it were a Shade, she'd just kill the thing and be done with it. But you can't kill a dream, and this one seemed to come around more and more often of late.

Her left hand was clutching her sword so tightly that her knuckles were white. She kept that hand free when she slept in order to respond quickly if a Shade attacked, but didn't realize it had grabbed one of her swords in the night.

*At this rate, I'm going to end up accidentally killing somebody as I get out of bed.*

Kainé shook her head. It was just a dream; there was no point in letting it spin her out of control. She got up and stepped out of her tent to find fog covering the plains. The wind brushing against her cheek told her not to expect the skies to clear anytime soon. She didn't see any of the sheep that usually roamed the area, which meant they were probably hiding. Smart move on their part—on a day like this, the chances of Shade attacks were even greater than normal.

Kainé's mouth twisted into a smile at the thought. What else could she do on a day like this but murder Shades? It was a great plan—the perfect way to cheer herself up. If she was bathing herself in Shade blood, she wouldn't have to think about anything. Pleased, Kainé grabbed her swords and prepared to set out.

Today she'd planned to visit the Forest of Myth.

No one had heard from the village in nearly a month—or at least that was the talk she'd overheard from a group of people near Seafront. Though she'd been curious, she wasn't the type to ask a bunch of follow-up questions; even with Tyrann gone, Kainé remained as unsociable as ever.

*Tyrann...*

Three years had passed since she'd parted ways with the Shade who once shared her body. The constant physical pain she felt had left along with him, but so had her ability to use magic. Her skill with blades and impressive physical strength, however, remained—and since she'd never been all that good at magic, she didn't miss it too much.

Yet *why* did Tyrann leave? Each time she tried to recall what happened, her thoughts went hazy, as if her brain had suddenly filled with fog. On rare occasions, she would feel like she was about to stumble on the memory, but it always disappeared like a mirage.

Kainé moaned as she clutched at her temples. Something had definitely happened, but what? She couldn't remember. She couldn't *remember*!

She swung a sword through the fog as hard as she could, cutting a brief gash in the mist before it slithered back together. In that moment, she told herself what she always told herself: it didn't matter. She wasn't the sort of person to sweat the details like that.

She slashed an X in the fog with her right hand, then sheathed the sword at her waist. Maybe there would be Shades in the Forest of Myth. So long as she was killing them, she wouldn't have to think about any of this shit.



Three years ago she'd saved a girl named Yonah. It was the same day she sent the Shadowlord to his grave. The day her own Shade disappeared. And the day the moronic plan of the "true" humans crumbled into dust.



Oh, but that wasn't the end. Having lost their lord, the Shades began launching haphazard attacks on people in an attempt to reclaim their bodies. If the whole "Project Gestalt" business those traitorous priests kept talking about was for real, then the world was drifting further and further from how it was supposed to be. Instead of reuniting, Gestalts and Replicants were murdering one another. And Devola and Popola—the priests who were supposed to be running the entire show—were both dead.

At any rate, the world was doomed. A battle that had begun as a quest to avenge her grandmother had ended with her killing the Shadowlord, killing a whole lot of Shades, and killing any hope she and all the other Replicants had for a future.

Eh, but who gives a shit?

As far as Kainé was concerned, killing Shades was reason enough to live. Her sword told her what to do now, and that was enough. Whatever happened to the world would happen—and until it did, she would keep fighting. She'd tell no one the truth, instead devoting herself wholly to the battlefield.

Sometime, somewhere, she would die. She knew this. But for now, she was content to mark time until that day arrived.



Kainé made it twelve steps past the stone gate that marked the entrance to the Forest of Myth before she sensed something amiss. She chalked up the delay to her naturally oblivious nature; a normal person probably would have noticed much sooner.

Everything she saw seemed to be a strange combination of flora and machine. Mechanical cables thick as tree branches writhed beneath her feet, while plants grew in spirals around machines, swirling down to the forest floor. Green oil dripped from branch-like protrusions. Serpentine vines with bizarre flowers bloomed from cracks in metal. Creepers of leaves coiled around steel to form trees that stretched into a canopy above. Kainé was at a loss to understand how such weird fusions of plant and machine had come to be, or how they could possibly function together.

*Whatever this thing is, it sure ain't a forest.*

Kainé innately understood that what she was seeing was irreconcilable with the world she knew, yet the calming smells of trees and nature made it all too real. The clash between such natural smells and unnatural sights made her uneasy, and she subconsciously reached up to touch the flower in her hair as if reassuring herself.

She'd heard the Forest of Myth was a misty, quiet place where silence was disturbed only by the voice of its loquacious mayor reverberating through the trees. The scene that lay before her, however, could not be further from that description. There was nothing that could possibly serve as a house, nor any kind of walkable paths between the confused jumble of plants and machines. In fact, there was no sign people had ever lived here at all.

In the distance, she spied the silhouette of a tree through the fog—one that was far larger than the others around it. Not having a better option in mind, she decided to make her way over to it.

The going was rough. Though Kainé had to climb a tree and cut through a length of pipe, she kept moving all the same. The sticky oil disgusted her. The smell of vegetation revolted her. Yet on some level, she felt this horrid place fit her nature; she'd

never quite felt like she belonged in softly rolling plains or lush, beautiful forests.

Of course, that wasn't to say she *liked* the place. In truth, it was a series of hassles and annoying ordeals. With no clear paths, she was forced to make her own, which left her soaked with oil, sap, and who-knows-what other substances. She was thoroughly irritated with the entire affair, and found herself grumbling and cursing as she tromped through the slippery terrain.

As she approached the center of the forest, the scenery began to change. The strange fusions of plant and machine were still all around her, but they were growing smaller. The mechanical cylinders she'd seen near the entrance had been thick as her thighs, but these were no wider than a finger. The large plants with their huge leaves were also shrinking, and the intertwined cables and vines now resembled handfuls of noodles. Annoyingly, every surface was as slippery as ever, but with no need to clamber over fat vines and tree roots, she was making faster progress—which was good, because she'd grown so weary during her walk, she no longer had the energy to curse.

After crossing some twenty giant piles of machine-and-plant spaghetti, Kainé finally arrived at the roots of the great tree. The cables and vines really were thin as noodles at this point; the ground under her feet was a carpet of finely braided pasta, and the trunk of the tree was covered with the same. Hell, for all she knew, the tree might have been *made* of wires as opposed to simply covered with them.

Kainé looked around. All was silent. A firefly glided past, but nothing else stirred. Seeking to get a closer look at the great tree, she stepped onto its trunk.

Which is when it happened.

Sensing something, Kainé's hand flew to her sword. At the point where trunk met ground, cables began to squirm like a writhing mass of snakes. Their movements became more and more frantic, until streams of cable and ivy suddenly burst out of the earth itself. The freshly expelled cables wriggled and slithered around before converging at a single spot, then slowly wrapped around one another to form a deliberate shape: the silhouette of a human.

*Looks like a boy, or at least the torso of one,* thought Kainé as she gripped her sword tighter. The thing was affixed at the waist to a root of the great tree, its grassy skin and green metal glittering with an oily sheen. Plants with thin leaves even sprouted from its head in a crude approximation of hair.

The "boy" made an audible moan as he stretched out his arms and back. Then, as if noticing Kainé's presence, his expression abruptly changed.

"Ah," he began. "I am—"

Before the conversation could continue, Kainé's sword separated the boy's head from his shoulders, causing it to thud on the thick carpet of wire and scrap below. The pitiful thing quickly disintegrated into a series of squirming cable worms that frantically burrowed back underground, while the now-headless body unraveled and vanished from sight.

The mechanical forest was quiet again. Kainé could almost feel the pleasantly cool fog, thick against—

"My, my! You are a violent one!"

The voice was coming from above her. Kainé's eyes followed the great tree upward and saw the boy was now sprouting out of the trunk and looking down on her, parallel to the ground. Arms folded, he shook his head slightly as if indicating disapproval.



"Now then, shall we start by introducing ourselves?"

Kainé didn't answer, causing an awkward silence to descend on the forest. Neither one of them moved for the longest time. Finally, the boy, arms still tightly folded, shook his head again. "Well then, I suppose I shall go first. I am the administrator of this forest, and my name is  $\kappa\lambda\kappa\gamma\Sigma\gamma\chi\text{H}$ ?"

Kainé couldn't make out the sounds at all.

"Ah, yes," he continued. "I imagine your auditory range was not able to make much sense of that. In that case, please refer to me as you will: administrator, boy, or whatever. Also, I expect there are many things you do not understand. Which would you care to know? One: about this forest. Two: about me. Three: about the future. Make your selection."

He unfolded his arms and outstretched his palms as if welcoming her impending answer, but received only silence in return. Another firefly flitted between them, its tiny glow shining for a brief moment before vanishing into the fog.

"Very well. In that case, I will offer explanations in numerical order. One: about this forest. As you can see, this forest is composed of both mechanical and botanical elements, all of which are parts of a single machine that spans the entire forest. This machine is known as a 'computer,' although you are unlikely to understand what that term means. Furthermore, this computer was built from a fusion of quantum mechanics and Maso research, and is considerably more powerful than a conventional computer, with branches that stretch throughout the world, carrying information as light—"

Kainé swung her sword behind her, sending the two halves of the machine that had risen up there tumbling to the ground in a glittering spray of green oil. It had been almost cubic in shape, with short arms on either side; she remembered encountering robots just like it in the Junk Heap.

"This light information connects the world, allowing it to function as a single giant mind that— Oh! I apologize. It was not my intention to catch you by surprise there. I fear things are not happening in quite the order they were supposed to. But to conclude, this forest is the terminal that controls this region. However, as this region is now doomed, the termination of service has begun. That is what all of this is about."

"Termination of service?"

"Just so. Now then, you are, let's see... 'Kainé,' is it? I can find such knowledge easily, you see, because the computer before us is essentially a collection of information that holds everything about our world, including Project Gestalt. Oh, and I hope we can continue this discussion as you fight?"

She was completely surrounded by robots now—nothing but metal cubes as far as the eye could see. Rather than worry, Kainé opened her mouth and delivered her reply: "Sure, I can fight. It'll be a whole lot better than standing here listening to some dumb kid's boring-ass stories."

Kainé kicked a robot that suddenly dropped down from above, sending it flying with a satisfying burst of sparks. "This sort of thing is more my style, anyway," she said as she drew her second sword.

"Ha ha!" cried the boy. "Such spirit!"

Before he even finished the compliment, Kainé had sent four more robots flying. After smashing one behind her, she leaped over the rolling metal box as it showered sparks in all directions, then sank her blades into yet another, creating an explosive shock wave of smoke and fire. The sea of machines surrounding Kainé

obscured her from view, but even from a distance, the continuous explosions made her position clear.

More and more robots began to join the fray, aiming for the head of the serpentine explosion trail, and Kainé was soon trapped under a small mountain of machines. Growing increasingly irritated by her inability to move freely, she ripped the armor off the nearest robot and stabbed what appeared to be a fuel pipe. She'd learned in past battles that severing those would cause the metal boxes to explode.

And explode they did, sending the robot pile flying in all directions. Kainé used their own iron plates to protect herself from the shock waves, then repurposed their blown-out frames as pedestals to rise above the sea of machines. Thus situated, Kainé eagerly went after her next target.

"Incredible work!" said the boy. "Truly, you have exceeded your Replicant limitations!"

Kainé scowled in response, then used a hand to bisect a nearby robot and a leg to kick a different one away. She leaped onto a third, using it to skillfully hop down a trail of robot heads as a swarm of missiles pursued her. She was yelling something, but the words—and any glimpse of her fleeing figure—were lost in the ensuing explosion as the missiles struck.

As the boy squinted in an attempt to locate her, she suddenly leaped out of the flames and sliced his face in two before he could even process what was happening. She kicked his skull apart for good measure, then leaped away, spouting insults and leaving his remains to be swallowed by the next barrage of incoming missiles.

Multiple small explosions went off one after another, producing spheres of heat and light across the area. Some of the missile-equipped robots were caught in the blasts and exploded, further increasing the damage. As if carried on the winds of the destruction, Kainé raced straight up the tree and leaped onto a nearby branch.

After losing her ability to use magic, Kainé's prowess with martial arts and her swords had only grown stronger. Her swords were no more powerful, but she more frequently attacked in ways that put her own life at risk. She did so emotionlessly, neither seeking thrills nor becoming intoxicated by her own strength. When people push things too far, they die, and Kainé fought like a woman charging straight at that truth.

Bangs flapping in the wind, Kainé looked at the ground below with a faint, placid smile. Thanks to the explosions and fires, the once-green forest now glowed crimson. Missile impacts had left the floor pocked with deep holes lined in shredded cables and vegetation. As she watched it burn, a glimpse of movement to her left caught her eye. A branch had begun to wriggle, and as Kainé watched passively, the boy from before sprouted out of it anew, giggling all the while.

"You know what all of this is for, right?" he asked, raising a hand to his mouth as if trying to suppress amusement. "It's to get rid of all of you."

"Project Gestalt is managed region by region, you see. When certain conditions are met, an entire region can be designated as a failure. At this point, we come in to clean things up and freeze the Gestalts until they can be rescued by people from another region. That's the protocol."

Kainé said nothing, keeping her eyes fixed on the carnage below. Her face flickered orange in the burning wind.

"The installation you people refer to as the Junk Heap was



built for just such a purpose—for destroying Replicants. After which, this forest will expand out to envelop the entire region.”

Below them, robots creaked and whirred as they began to spew green bubbles around the area. They seemed to be attempting to douse the fires while simultaneously processing the wreckage of their fallen brethren.

“Then I just have to destroy it all,” Kainé muttered. She then leaped gracefully to the ground, fixing her eyes on the boy as she fell.

“I’ll kill you later!” she cried, which caused the boy to laugh. Despite the gracefulness of her fall, Kainé managed to channel the impact of her landing into an attack that sent the robots around her soaring. When she rose, she took advantage of the breathing room to stab her swords into the ground and slash them across it, severing cables and pipes to carve a circle into the surface—a circle with her at its center.

“It’s too much hassle to figure out which of you fucks to kill first,” she shouted, “so you metal crapheads can come to me! I’ll cut you to fucking pieces the moment you cross this line, so let’s dance, you oily green assholes!”



Kainé had three simple rules.

She was well aware of her natural inclination to violence, so whenever she drew her swords, she made herself follow these rules, no matter what.

The first rule: *If it’s a Shade, kill it.* She wasn’t a good enough person to forget or forgive that one of them murdered her grandmother. So if it was a Shade, it died. No exceptions.

The second rule: *If it’s hurting people, kill it.* Whether it was a machine doing the attacking or some kind of wild animal, it needed to die. In the past, she hadn’t used to care about people so much...

The third rule: *If I don’t like it, kill it.* With this being the final rule, it was a bit unclear how well she actually held herself back.

Regardless, if a thing fell under one of the three rules, she gave herself permission to kill it—and these robotic shit giblets were definitely in violation of rules two and three, which was reason enough for them to die.

As promised, Kainé turned every machine that crossed the line into scrap-metal sashimi. They attacked her head-on and from behind. From the left and the right. From above and below. Whatever the direction, she stood her ground and coldly dispatched her foe with the least amount of effort necessary. Although the line she’d carved into the ground was no longer visible beneath mangled robot corpses, it was clear that not a single machine had managed to cross it in one piece.

She wasted nothing. Every leftover ounce of momentum in her swings was channeled to the next foe in line. As she brought a sword back from a swing, she’d cut into a new enemy along the way, all the while parrying the charge of yet another with her elbow. She fought off foes behind her without so much as a glance in their direction, using sound and intuition to tell her where to strike. To an observer, her attacks might have seemed random and flailing, but not a single one missed its mark. There was a rhythm and grace in the broad circles carved by her swords, and from a distance, the after-streaks of her blades appeared in the form of a beautiful sphere.

Nevertheless, after thirty minutes of fighting, Kainé found

herself beginning to pant. The grace of her swings began to diminish, and she started taking more hits in return. But none of the machines had managed to land a life-threatening wound. Covered in blood and oil, she remained a source of pulsing heat amid the cold heart of the forest.

Suddenly, a much larger, two-legged, two-eyed model of machine emerged from the fog. Unlike the boxy units she’d been battling, it had humanlike proportions in its long arms and legs. She’d seen a machine like it before in the depths of the Junk Heap: a detestable creature ridden by a child Shade. The discomfort she’d felt on that day immediately came flooding back to her—or perhaps the Shade’s scream had simply never stopped reverberating in her skull. Along with the discomfort came a sense she hadn’t fought the machine alone, that someone had been at her side.

The pain of the fractured memory stabbed at her brain as the mocking laughter of a prepubescent boy reverberated throughout the forest. Kainé had no idea where the so-called administrator was at this point, but she could still hear his voice on the wind.

“He was important to you, wasn’t he?” he asked. “Tell you what! If you can kill that thing, I’ll tell you a secret.”

Kainé was breathing too heavily to respond. She wasn’t here to haggle anyway—she was here to kill. And her final victim would be the boy who didn’t know when to shut up.

The robot she now faced was slightly different from the one she’d encountered at the Junk Heap. Its arms ended in giant pincers, and it had four lights as eyes, the combination making it look like a kind of deep-sea crab. That was fine with her; the less human an enemy looked, the less hesitant she felt about killing it.

The crab brandished a claw and charged, a move telegraphed so plainly even a child could have seen it coming. It chopped down with the claw while using the other to unleash a barrage of magical bullets. Kainé moved forward, showing no inclination to dodge either attack. Slicing through the bullets, she swung out with her right sword and lopped the pincer clear off, the afterstrike of her slashing combo rupturing the remaining bullets.

*Okay, that’s weird. It didn’t feel...right.*

The thought hit her a moment too late. Above her, within the remaining joint of the crab’s severed arm, she saw a gigantic cannon, its magic circle already deployed and preparing to fire. It had been a twofold trap, and the bullets were already flying before she put it together.

The piercing sound of the weapon hit Kainé’s ears as her body was battered by exploding bullets. The crab followed it up with a second barrage. The explosion was so powerful it lifted the creature off the ground, sending bits of cable and iron plating soaring.

Once this was done, the crab immediately raised its remaining pincer. The smoke was too thick to find its moving foe, so it brought the claw down on the last place she had been. But as the machine was attempting to reassess Kainé’s position, it felt a strange pressure against its left arm. Before its processors could calculate what had occurred, a severed pincer slid off its forearm. The machine attempted to counterattack with the cannon, but it was sliced away before locking on to a target.

The crab turned in an attempt to flatten its attacker, but Kainé was faster, and a second later, the two halves of its body slid apart and fell to the ground, parting to reveal a bloodstained Kainé. Her left arm was twisted at the elbow in a strange direction, but a quick swing of the sword popped it back into the





socket. The animal moan that followed reverberated amid the sound of roaring flames.

The boy nodded slowly. "Since you remain standing, I will give you a piece of information you lost. Recently, you have been burdened by a sense of a thing you can't remember, yes? A feeling that something is missing from your life? Well, I am going to tell you what that something is...just as soon as you defeat these."

Kainé slowly turned to look behind her and saw metal and plant woven into human form—five human forms, in fact. Their features were finely detailed, from their supple musculature to their ample breasts. Each arm ended in five sharply defined fingers wrapped around an ominous sword.

They were Kainé—they were her in all but flesh.

It took Kainé a moment to understand what she was looking at. But when she finally grasped that the automatons were copies of herself, her lips twisted into a fearsome grin.

She couldn't think of anyone else she'd rather be killing right now.

The five Kainés began blasting her with high-pressure water jets, sending her crashing into the great tree.

As she slid down its wire-coated trunk, debris from a shattered machine smashed into her arm. She howled then—a sound somewhere between a scream of pain and a shriek of anger.

*What a shit show.*

In the distance, she heard the boy prattling on. "These automatons are constructed from your own Replicant data. I made them even more capable than you. What do you think?"

*Fuck this kid and fuck all his bullshit.*

"Now on to topic two: about me. I am the administrator of this forest, a program designed to control its Maso and the effects of said Maso. But how to explain the concept of a program? ... Ah. Perhaps it would help for you to equate me to Grimoire Weiss, with whom you are acquainted. I can do anything you can conceive of. Gestalt and Replicant, life and death—all these things exist in the palm of my hand."

As Kainé pulled herself slowly to her feet, a hint of loneliness washed across the boy's face. "Why do I possess such power? That is a question I have pondered for a very long time. But I do not know the answer, for no one has told it to me."

The five automatons suddenly leaped at her.

*Wait, I'm supposed to be fighting all these things at once? In this condition?*

Though she could see no possibility of victory, the conditioned reflexes of her arm nevertheless began to do their thing. So long as she could fight, she very much intended to. She hurled the sword in her right hand into the face of the first automaton, leaping forward to drive the weapon home with a flying kick. Then, using the embedded sword as a step, she moved into a forward spin, delivering a sweeping slice to the abdomen of the next closest Kainé.

She'd intended to sever it in half, but the blade didn't make it all the way through. The automaton shuddered as green oil sprayed from its wound, but it didn't fall. A moment later, the four swords of the two Kainés behind it were upon her. As she made a desperate attempt to push them back, a crushing impact reverberated from her midsection—a kick from the final enemy.

After being punted back and forth for what seemed an eternity, Kainé finally tumbled along the ground. This time, she could not find the strength to stand again. She coughed out a mouthful of blood and bile, watching as it mixed with green oil to paint strange patterns on the ground. Suddenly, she realized the boy was standing next to her, looking down.

"Topic three," he said in a crisp, clear voice. "About the future. And so, I decided to end this world. There is no further need for people or machines, and I don't need a world I cannot understand. As this world was a failure, there is no reason for me to continue existing either."

Three of the Kainé automatons were approaching her. As she somehow dragged herself to her feet, they opened their mouths and let loose a horrifying cacophony of sound. She couldn't just



let it end like this. She had to get in at least one more hit on the boy.

She swung her sword at the three automatons, but they danced out of the way and blasted her with the water again. Unable to dodge in time, the jets scourged her, nearly tearing her left arm from its socket. But then...

"Haaaah!"

After the scream, a strangely nonchalant voice called out—a voice she somehow knew:

"Hi, Kainé! Are you all right?"

"E...Emil?"

As Kainé struggled to refocus her damage-blurred vision, she was startled by the sight of a round, unnaturally large face hovering above her. Those two holes...were those eyes? Or...

*What the... Oh right. Emil. This is Emil.*

But it was not the Emil Kainé had once known. That Emil had seemed more...normal. She didn't remember him having four arms, for one thing. As she pondered this, magic seals appeared from Emil's four hands, and magic fists burst out to grab the three incoming automatons.

"Oh, these?" said Emil as he noticed her staring. "Yeah, I had to make a new body for myself, and it didn't go so well. Like, I ended up with too many arms! But then I thought, *Well, it's better to have too many arms than not enough arms, right?* Anyway, what have you been up to, Kainé?"

"Fighting," she answered, the dumbfounded expression still clear on her face.

"Oh right! Well then, lemme help you! Yaaaah!"

Emil grunted as his magical hands crushed the captive automatons, causing green oil and strange noises to emerge from between the black fingers. It was all incredibly sudden, and Kainé's muddled brain was struggling to understand what it meant for this floating, four-armed blob to be here. Annoyed, she tugged at her memory, trying to remember all she could about Emil, but her exhausted mind had only more questions. What had happened to him? Where had he been all this time? And what the hell was he doing *here*?

But one thing was certain. One fact irrefutable. Emil had been her comrade in arms, which meant nothing else mattered.

Suddenly, something fell on Emil's head with a loud bang—a torso that had been torn from one of the automatons. He shrieked and rolled into a ball as it slid off and landed on the ground below, splitting in two on impact before its components were absorbed into the mechanical surface. From the spot where it had been, a new Kainé automaton emerged. The creature rose to its feet and shook oil off its blades, causing familiar serrations to emerge.

"Kainé!" yelled Emil. "If we try to fight these guys, they're just gonna keep coming!"

"So what's your plan?" Kainé asked.

"There's a massive amount of magical energy at the heart of that giant tree there! I think that's what's powering them!"

As he spoke, one of Emil's magic hands tossed aside the crushed automaton it held and pointed at the tree, where a large hollow had formed among the roots. "Let's smash the shit out of that thing!" he yelled exuberantly.

Kainé smiled. Smashing its shit sounded pretty nasty, but... eh, whatever. She'd smash it all right. It was, after all, the only thing she was capable of.

The cables surrounding the path to the tree came to life,

forming themselves into what appeared to be cocoons. The vague blobby shapes gradually took human form, new automatons wriggling inside a thin white skin. The moment Kainé saw them, she broke into a run. She needed to destroy that tree—she had to.

As she ran, she swung her blades at any automatons within reach while Emil shielded her from the water jets. "Are you okay?" he yelled. "I'm trying to—"

A group of at least ten automatons suddenly hurled themselves at Emil with the force of a thrown spear. Before his screams were swallowed by the pile of bodies, Kainé swung her sword hard enough to send the pile—Emil and all—flying. With a deft roll, Emil managed to right himself in midair.

"That was a little rough, Kainé!" he yelled.

"Yeah, but I got you there," she replied.

As Emil looked up to discover he was nearly at the roots of the great tree, the laughter of the boy rang out from above them. His grinning torso stuck out from a higher point on the trunk, looking legitimately delighted.

"Wonderful!" he yelled. "Incredible stuff! Now keep at it! I want to see what you Replicants are truly capable of!"

Kainé leaped at the trunk with a growl. It was so huge she didn't know how attack it, so she began striking at the hollow in its roots. That part, however, seemed to be made of much stronger stuff than the rest of the tree; her attacks didn't damage it at all.

"Get back!" yelled Emil. Unfortunately, the voice hit her ears a second after a sudden explosion sent her flying.

"You could have killed me, you idiot!" she snarled.

"Nothing can kill you, Kainé!" Emil responded cheerfully. He then he set off a continuous series of explosions, each one gouging out a huge chunk of root, while Kainé busied herself cutting down incoming automatons. When he called her name again, she turned to see a large magic barrier floating near the center of the roots.

"My magic can't seem to destroy that," Emil said, "so I'll destroy these Kainés and let you take care of it instead, okay?"

Before he could finish, Kainé had plunged her sword into the magic barrier. There was an intense flash, and the strange symbols that appear during magical spellcasting went flying through the air.

"That's it!" shouted the boy excitedly. "That's where our core frame is located! Isn't it incredible? All the world's information gets turned into light and passes through there. Maso and information fuse into one like a giant river!" He was grinning widely, as if their actions didn't matter to him at all. Kainé withdrew her sword and started battering away at the roots, while Emil drew close to protect her, still blasting the automatons.

"Kainé!" shouted Emil again. The shape of the earth's surface around them had begun to warp, and a close look at the tree revealed it was also changing. The cables that had neatly surrounded it were beginning to come apart, the undone plants and wires squirming and swaying as if they had minds of their own. The trees, the surface, and the outlines of the automatons grew hazy and muddled, the boundary between them beginning to blur. Then the forest melted away as if it were dissolving into an ocean.

"What you see now is the true nature of this world," the boy cried. "Machines and people and plants are combining into new forms due to the power of magic. It's incredible, absolutely *incredible*, that a Replicant could reach this layer!"

Kainé continued on to what appeared to be the center of



the machine. The air there was steeped in the source of magical energy: Maso. As Emil fought frantically to protect her from an endless cascade of falling giant cables, the great tree and the wires that formed the ground around it began transforming into a bowl shape. After a time, the outer periphery of the bowl began to undergo a strange transformation, becoming thin, with gentle curves. It was as if the entire forest was transforming into some vast, abstract pattern.

Copious amounts of magical energy spread out around Kainé. Torrents of words, iron, and plants poured out in a flood from the air around them.

"Is this..." began the boy. "Is the barrier between magic and reality...disappearing?"

The moment he muttered the words, he was crushed by massive, writhing set of cables. Emil yelled something as he frantically attempted to blast them, but the sound never reached Kainé's ears. Wrapped in a brilliant white light, she continued to single-mindedly swing her sword. She would destroy this place, and then...and then...

*And then what?*

All sound disappeared.

Emil and Kainé found themselves at a kind of border between fantasy and reality. She sensed something beyond that barrier—something very special. Light filled her thoughts.

She reached into the heart of the light, feeling something at her fingertips. She couldn't tell what they were brushing against, only that it was warm and alive—a person. She could tell that much, but otherwise the form was too indistinct to grab hold of.

The presence slipped from her touch, so Kainé pushed farther into the light in pursuit. As she did, she heard a voice:

"...iné... Don't..."

She felt tears against her cheeks.

"...go back... Don't..."

It was a voice she hadn't heard in a long time, and as it spoke, his presence began to take shape. Hand trembling, Kainé reached even farther in.

"...Stop..."

She couldn't reach it. It was going to disappear again.

*Shut up, shut up, shut uuup!*

*I'm the one who decides how I live my life!*

*Nobody tells me what to do! I swore I would be a sword! I swore I would be YOUR sword!*

Frightened tears burst from her eyes at the thought of losing him again. But she was also angry, and she howled at her weakness for not being able to reclaim him.

"I'm going to get you back," she cried, "and I don't care what it takes!"

Just then, Kainé felt a gentle push behind her shoulders—the smallest, kindest of pressures. She used its power to propel herself forward, screaming all the while.

"Who the FUCK do you think you are to just up and disappear like that, huh? I'M the one who gets to decide what my life means to me! It's MY life, and I'll do whatever I want with it!"

"So



quit wasti

like a brainle

and

GET YOU

BACK



ng time

ss fuckwit

UPRASS  
LATER  
VWERS



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. .  
.

The light began to clear.

She could see the sky above, wide and blue.

The Forest of Myth had disappeared without a trace. The plants and machines that it had swept into spirals now formed gentle curves of thin planes. Layers of these planes overlapped one another, coming together to form a single large surface with oil flowing off the edges in an endless waterfall.

At the center of what had once been the forest was a smooth indentation. From it, a verdant green spire rose into the sky. Viewed from afar, it formed the stalk of a giant flower—and at the center of its petals was a pistil. This single, massive flower strongly resembled the kind referred to as a “Lunar Tear.”

At the very top of the stamen spire, Kainé was embracing someone very dear to her. His face was deeply familiar, yet somehow also evocative of a distant past. As she watched his gentle breathing, Emil floated over to her.

Kainé raised her eyes. Back when she was in the light and someone pushed her, she was certain she’d heard a voice say: *Take care of him for me, hussy.*

She would get to see them again.

But things would be a little different. Emil’s body had changed slightly, while Kainé had grown older. And as for *him*, he had reverted to his younger self again.

Yes. And his name was...



אָדער אַלע וואָס זענען אַרומגעקומען צו אונזערע פּאַרטיעס

Our journey may have been meaningless.

Our past may have been a mistake.

But we're not going back.

Even if this world comes to an end.

Because this...

This is the world with the people we cherish.

